SUPER NES • GENESIS • SEGA CD • PC ENGINE • NEO GEO • JAGUAR • 3DO • GAME GEAR

DIEHARD GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 2 • ISSUE 9

A BRIGHT NEW CHARACTER COMES TO THE GENESIS!
DYNAMITE HEADDY

INSIDE THIS ISSUE:
THE KING OF DIRT!
EARTHWORM JIM!
A STERLING PREVIEW!

DONKEY KONG COUNTRY
SGI+SNES=OH MY!

SONIC AND KNUCKLES
THREE GAMES IN ONE!

SOMEONE LET THE CAT OUT!
TEN NEW ATARI GAMES INSIDE

3DO ROAD RASH
SO BAD YOU GOTTA' WEAR A HELMET!

STUNT RACE FX AND VORTEX
THE RETURN OF THE FX CHIP!

GF32 REVEALED!

GF SPORTS
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I'm sure that many of you are wondering why this issue is marked September rather than August. The reason is, GF is now on a new schedule with a new distributor. After less than a year and a half in publishing, GF has become a major magazine, thanks to you. ICD/Hearst, one of the biggest and most reputable distributors in the country has picked up GF. Our presence in the marketplace will quickly grow with the addition of all the major super markets and retail chains. It happened, we made it. "So, what's the next step?" everybody asks? Will you do a spin-off? 32 & 64 bit gaming is upon us.

We have always maintained that, if GF became a major magazine, we would make that success benefit our readers. Our satisfaction comes from your letters, a job well done, and the respect of our peers in the industry. It is a privilege for us to do this. The logical thing to do at this point would be a spin-off publication. Since we image our book in-house, it would be extremely lucrative and easy to do. But, why make you pay twice for something we could put in our existing publication? We have the means to cover the entire industry right here, so why make you or our advertisers pay twice?

"We have always maintained that, if GF became a major magazine, we would make that success benefit our readers."

Yes, we are going to publish another magazine, but you'll find it right here in GameFan. As long as it has to do with home game consoles, it will remain here. We will begin bringing you this new magazine, titled 'GameFan 32', officially, next month. Like GF, GF32 will feature a review section, interviews, tricks & codes, and separate sections for each new system including; the Saturn, 32X, 3DO, Jaguar, NEC FX, Sony PSX and Ultra 64 as they become available. Eventually, these new formats will take over the market and this part of the magazine will surpass our 16 bit coverage. You can watch that happen right here, for five bucks. GF brought you the first, and best, dedicated sports mag., and now we will bring you the first 32 & 64 bit gaming mag. We also plan to expand our Arcade, Hocus Pocus, and Letters sections over the next few months. So, as GameFan gets bigger, GameFan gets bigger. Our goal is to be the best.

And finally, In case you haven't noticed, another publication has been taking some pretty serious shots at us both in and out of the press. I have always felt that even the feircest of competitors should be friends. I hope that we can put this behind us and get on with the business of doing what we do best. Enjoy the issue.

Busting loose this August on SEGA™ Genesis™ and this October on Game Gear™!

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Panasonic presents the R·E·A·L™ 3DO™ Interactive Multiplayer™. More powerful, more colorful, more versatile than ordinary systems.

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DIEHARD
GAME FAN
September 1994
NEXT GENERATION VIDEO GAME MAGAZINE

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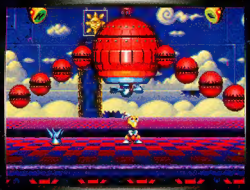

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Wolfinger

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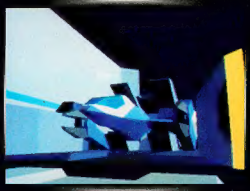

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VIRTUAL BART

who needs reality?

Yipes! Bart's stuck in a virtual reality machine! Enter the Jurassic era as Dino Bart. Face a post-apocalyptic Springfield as Doomsday Bart. Deploy your diaper-chute as Baby Bart. Hog the spotlight as Pork Factory Pig Bart. Then there's the butt-squeaking thrill-ride down the dangerous Mt. Splashmore and more!

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MATT GROENING

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SQUARESOFT
SUPER NINTENDO ENTERTAINMENT SYSTEM

SHOULD HE ATTACK WITH A BAND OF **EIGHT** VALIANT WARRIORS OR SHOULD HE PULL UP HIS ASBESTOS UNDERWEAR AND SET FORTH ALONE KNOWING **HIS NEXT STEP MAY BE THE LAST??**

WILL OUR HERO SURVIVE? **ONLY YOU** HOLD THE ANSWER...

YOU THINK THIS IS **JUST A GAME?!**

3/4-BATTLE PERSPECTIVE! ANIMATED MONSTERS! NOW YOU'RE PLAYING WITH FIRE!!!

BREATH OF FIRE, A RED-HOT 12-MEG EXTRAVAGANZA FROM **SQUARESOFT.** "WHAT RPG FAN CAN'T GET EXCITED ABOUT A GAME LIKE THIS? ...COULD EASILY END UP BEING THE BEST RPG OF THE YEAR." **GAME PLAYERS- MAY '94**

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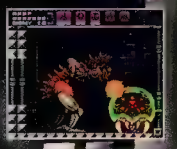
TOP TEN

1. Super Metroid (SNES)
2. Sonic 3 (Genesis)
3. NBA Jam (Genesis)
4. NBA Jam (SNES)
5. Mortal Kombat (Genesis)
6. Street Fighter 2 TE (SNES)
7. Virtua Racing (Genesis)
8. Mortal Kombat (Sega CD)
9. Lunar (Sega CD)
10. Mega Man-X (SNES)

MOST WANTED

1. Mortal Kombat 2
2. Super SF2 Turbo
3. Final Fantasy III (SNES)
4. Alien vs. Predator (Jaguar)
5. Contra Hard Corps (Genesis)
6. Daytona (Saturn)
7. Donkey Kong Country (SNES)
8. Lunar 2 Eternal Blue (Sega CD)
9. Starfox 2 (SNES)
10. Phantasy Star IV (Genesis)



First Prize: Your choice of a cord SNES, GENESIS, or GAME GEAR.
Second Prize: Your choice of one of the Picks of the Month in Viewpoint.
Third Prize: A FREE year of Game Fan!

Congratulations to the following winners of last month's contest:
First Prize: Mike Keegan of Barrington, IL
Second Prize: Chris Hinton of Oconomowoc, WI
Third Prize: David Zdyrko of Dover, DE

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:
GAME FAN TOP TEN 5137 Clareton Dr., Suite 210 Agoura Hills,CA 91301
Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.
Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

He has no spine, but he's all guts.

EARTHWORM JIM™

SNES® • GENESIS™

Coming In October

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Interactive Entertainment

You Guys Finally Made It To Sega. What Do You Say?

The mayhem continues as this carnival-gone -bonkers takes the hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frosty and the malleable mob smack it out in Clay Fighter™, the hilarious head-to -head action fighting game.

Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.

Clay Fighter

Thank you very much!

No crybabies allowed!

Staggering graphics, amazing digitized sound and voices, and mind-boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.

So, invite Bad Mister Frosty, Ickybod Clay, Helga and the rest of the gang over for a thrashin', bashin', non-stop brawl on your SEGA™ GENESIS™ system.

Interplay Productions
17922 Fitch Avenue
Irvine, CA 92714

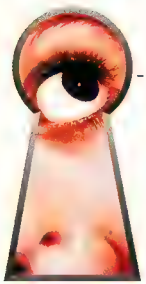
VISUAL CONCEPTS

HOCUS POCUS

Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.

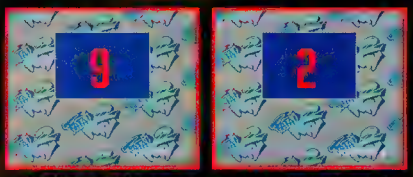
Fatal Fury 2 (Genesis)

Boss Code- At the Takara logo, enter this code; Right, Down, Right, Down, Down, Left, and then B. If done correctly, you will be able to choose any of the last bosses in the arcade game mode. The code must be put in very fast and may take a couple of tries. There is no indicator sound to let you know if it worked and the bosses will not appear unless you press right while the last character is highlighted.



Fatal Fu (Genesis)

9 Continues!



At the continue screen, on controller #1, press Down, A, and B. Then press the C button six times to get a total of nine continues. This trick can be done each time you come to the continue screen so you won't ever have to worry about running out of continues!

Stunt Race FX (SNES)

Computer Takes Over!

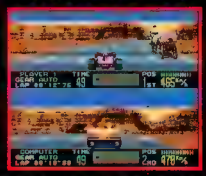
If you want to play the 2 player Vs. mode but can't seem to find anyone to play with you. No Worries, you can race against the computer. If nobody does anything on the second controller, the computer will automatically take over after three seconds!

Cool Tricks!

While in the Pause screen, you can alter the animation sequence. Press the "R" button to make it go in slow motion, the "Y" button to speed it up and the select button to make it go backwards.

Outrunners (Genesis)

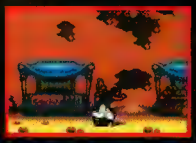
Virtua Car!



Here's a cool code for all you racing fanatics. Now you can drive the F-1 car from Virtua Racing in Outrunners, and leave your competition in the dust. At the title screen enter; Left, Right, Left, Right, B, C, and A. Now, when you enter the car select screen, you'll be able to choose the polygon gnarler. Watch in amazement as you tear up the tracks at break-neck speeds and marvel at the ease at which your old records fall!

Aladdin (Game Gear)

Invincibility!



If you've played the Game Gear version of Aladdin, you will appreciate this code. At the password screen, enter; A, I, Q, and Y. Aladdin will now be invincible making the game maybe just a little bit easier!

GENESIS 32X

WELCOME TO THE NEXT LEVEL™

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Stu[illegible]ce FX (SNES)

Time Killer - After you beat the Expert Class you can pick the Motorcycle. Now go to Free Trax. When you come to the overpass (shown above), jump! If the trick works you should glitch right through it to the upper level, shaving a ton off of your time. A great trick if you're one of those fanatics who loves to break old records!

SSF2 (SNES) 7E0691QE Turbo Speed

SNES ACTION REPLAY CODE'S:

AERO THE ACROBAT
7E0CCA6D Infinite Energy

BUGS BUNNY RAMPAGE-
7aE02DA0 Infinite lives
7E02D610 Infinite Energy

DAFFY DUCK
7E1F3210 Antimatter Gun
7E1F4528 Fly

DR FRANKEN
7E0C0C55 Infinite time

LETHAL ENFORCERS
7E00B205 Infinite lives for player 1

MEGAMAN
7E0BDB0X Replace X for weaponselect

NBA JAM
7E07C30F Fast speed for player 1
7E08AB0F Fast speed for player 2
7E09930F Fast speed for player 3
7E0A7B0F Fast speed for player 4
7E07C8FF No heads for player 1
7E08B0FF No heads for player 2
7E0998FF No heads for player 3
7E0A80FF No heads for player 4
7E0CCF0B No shot clock
7E07D6FF Power ups for player 1
7E08BEFF Power ups for player 2
7E09A6FF Power ups for player 3
7E0A8EFF Power ups for player 4
7E078A20 Infinite Turbo for player 1
7E095A20 Infinite Turbo for player 3
7E0A4220 Infinite Turbo for player 4
7E07D610 Player 1 super slams
7E08BE10 Player 2 super slams
7E0CBF02 The opposition can only score 4 points.

NINJA WARRIORS
7E18B2C0 Unlimited energy
7E01980X Changes the time (thousands)
7E019404 Rapid Blaster

POP 'N' TWINBEE
7E024AF9 Allows different music

SUPER EMPIRE STRIKES BACK
7E003603 Infinite continues

SUPER MARIO ALLSTARS
7E005500 Kills all enemies
T-2
7E007F7F Infinite Energy for player 1
7E00817F infinite energy for player 2

TOP GEAR 2
7E01A801 Infinite Nitro
7E1D19EF Money (229,000). Turn Action Replay off after money is shown and then back on before the race.

SUPER STREET FIGHTER 2
7E8E-5900 Special moves in the air. (1P)
7E08-2A00 Special moves in the air. (2P)
7E05-31B0 Eternal hit point. (1P)
7E07-71B0 Eternal hit point. (2P)
7E06-A008 Sonic boom W\O charge. (1P)
7E08-E008 Sonic boom W\O charge. (2P)
7E06-B808 Flash kick W\O charge. (1P)
7E08-F808 Flash kick W\O charge. (1P)

GENESIS ACTION REPLAY:

SKITCHIN
FFEF5900FF Money is always at 255.00
FFDC070008 Unlimited time

SUB TERRANIA
O4C74860B6 Unlimited lives

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You want a bigger Hocus Pocus. We want a bigger Hocus Pocus. Announcing the biggest Tricks & Tips contest ever; *The Super Hocus Pocus Giveaway*. Send in your codes, good bad or ugly. We will choose one grand prize winner each month. (Current subscribers will receive a one year extension.) Codes can not come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, a place where cheaters can prosper now like never before.

First Prize!
The winner will receive a free game console of his or her choice. That's ANY game console; 3DO, Jaguar, Sega CD, Genesis, CDX, SNES, or Neo Geo.

Second Prize!
Second prize will win a free GameFan T Shirt, the game of his/her choice and a one year subscription to GameFan.

Third Prize!
Third prize will win a Game Fan T Shirt, and a one year subscription to GameFan.

SEND YOUR CARDS AND LETTERS TO:

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Two's company.

GRAVEYARD
Due to a last minute format change (the back of the book loaded up quick!), the Graveyard gets a front row seat this month. As well it should, for such a spectacular game. Konami's 'Axelay' set a new standard that still hasn't been topped for SNES 3D shooters. This game truly is, and will most likely remain, one of a kind. Axelay incorporates the best of both worlds. It contains the best 3D shooting available on the system and side scrolling levels that feature such marvels as bosses that seem to have a life of their own. The music in Axelay is almost too good. You get so in to it that you can't concentrate on the game. This truly is the best shooter for the SNES. If you don't have one, get one. Axelay came out in '92 and is by Konami...who else?
-Snarf
R.I.P.
1992 - 1996

Three's a crowd.

The saga continues. Final Fantasy® is back, and with a vengeance! 24-Meg memory. Uses all 256 colors on the Super NES for unparalleled graphics. Over 80 hours of game play.

No wonder *Diehard Gamefan* said of Final Fantasy III, [SQUARESOFT®] "I kneel in reverence to the brilliance shown by the programmers at Square."

FINAL FANTASY III

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Atari

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Ocean

BATTLEWHEELS™
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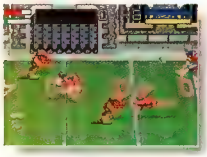

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TROY AIKMAN FOOTBALL™
Williams Entertainment

ULTIMATE BRAIN GAMES™
Telegames

CLUB DRIVE™
Atari

BARKLEY BASKETBALL:
SHUT UP AND JAM!™
Accolade

LET

GAMES

SYNDICATE™
Ocean

WOLFENSTEIN 3D™
Id Software

This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

Experience sports games so intense you'll feel the turf burn, combat games that'll drain pints of your blood, and dizzying virtual reality games like Doom and Alien vs Predator. Can you stomach a few thousand body blows? You'd better because in Ultra

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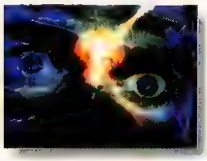

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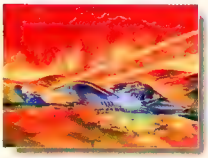

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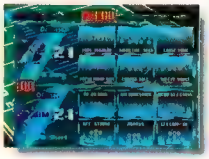

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BATTLEZONE 2000™
Atari

DRAGON'S LAIR™
Readysoft

THE BEGIN.

DOUBLE DRAGON V:
THE SHADOW FALLS™
Williams Entertainment

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Midnight Software

Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

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This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.

KASUMI NINJA™
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I'M NASTY!

I'M GONNA 'VIN!

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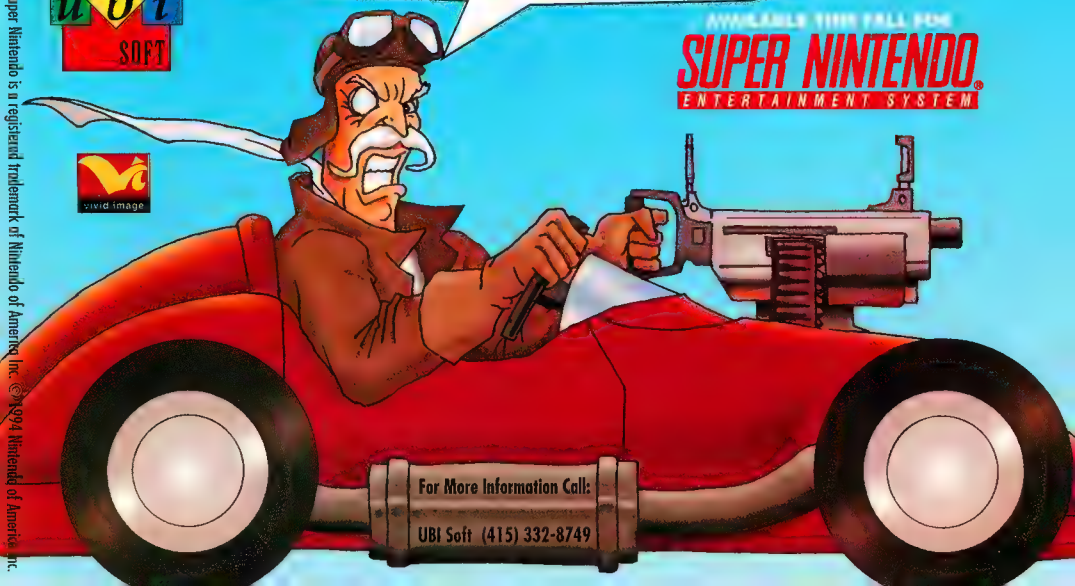

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THE ADVENTURES OF
MONITAUR
GAME FAN
MR. GOO, DEEP IN THOUGHT.
SPLAT
!?
MOMENTS AGO, TEAM GAME FAN WAS WITTNESS TO THE DEMISE OF THE MUTANT BLOWMEISTER CHILD..
..MORE ACCURATELY, HE EXPLODED.
A TIME-BOMB IMPLANTED BY HIS FATHER HAS SPREAD THE POOR LAD THROUGH-OUT THE COUNTRY SIDE.
INSIDE...
HMM?
STEAM
MAN, WHAT A TRIP!
WELL, AT LEAST THIS WHOLE NIGHTMARE IS FINALLY BEHIND US. NOW WE CAN CONCENTRATE ON GETTING SOME WORK DONE.
OH MY GOD!
UHM, CHIEF. THERE'S SOMETHING YOU SHOULD SEE.

WHAT YOU'RE LOOKING AT IS A TISSUE SAMPLE OF THE BLOWMEISTER KID.
IT'S COMPRISED OF AN INTERACTIVE DNA AND HAS A VERY AGRESSIVE NATURE.
WATCH WHAT HAPPENS WHEN IT COMES IN CONTACT WITH A LIVING ORGANISM. HERE'S A COCKROACH.
FASCINATING.
UG!
HUH? NOTHING'S HAPPENING.
JUST WAIT.
PLOINK
YAAAH
SKRR
VISH!
BLAHLAH LAH
!
KILL IT! KILL IT!
SHOOSH!
MAN, THAT'S PRETTY VOLITILE STUFF!
YES, QUITE A NASTY EFFECT ISN'T IT? I HATE TO THINK WHAT WOULD HAPPEN...
HEY, WHAT SMELLS GOOD!
PANT, PANT!

...IF IT CAME IN CONTACT WITH A HIGHER LIFE-FORM!
SIZZLE
TWITCH TWITCH
LET'S JUST PRAY THAT DOESN'T HAPPEN!
BUT AS THEY SPEAK, THE UNTHINKABLE IS ALREADY HAPPENING!
THE FORIEGN MATTER HAS NOW MADE ITS WAY INTO THIS MAMMALS BLOOD-STREAM.
AS IT COURSES THROUGH ITS VEINS, A TRANS-FORMATION BEGINS TO OCCUR, CHANGING THE ANIMALS VERY DNA STRUCTURE FOR ITS OWN PURPOSES!
BLOAT
MOOOOUUAAAAARRR!

AW JEEZ.
COULDN'T HAVE LANDED ON A HUMAN! NO..! I GET A COW! OY..
BACK IN THE LAB...
GOOD NEWS CHIEF; THIS TISSUE SAMPLE IS DEAD! GUESS THIS STUFF BURNS OUT PRETTY FAST. IT'S JUST TOAST NOW.
WELL, IT LOOKS LIKE WE'VE DODGED ANOTHER BULLET. I DOUBT WE'LL EVER SEE THE EVIL B.M. AGAIN.
WELL EVEN IF HE DOES COME BACK, WHERE'S HE GONNA GO? WE BLEW UP HIS VIDEO GAME PLANT.
BLOWMEISTER GAMES MAGAZINE
FIRST ORDER OF BUSINESS...
..WE TAKE OUR EXISTING MAGAZINE, CUT IT INTO FOUR SECTIONS, AND SELL EACH ONE AS A SEPARATE ISSUE. WE MAKE FOUR TIMES THE PROFIT FOR THE SAME AMOUNT OF WORK!
NOW THOSE SAPS WILL HAVE TO BUY FOUR MAGAZINES TO GET THE SAME INFO THEY USED TO GET IN ONE!
WE'LL BE RICH! I'M A GENIUS!
BGM EXCLUSIVE! PONG IS HERE!
SECOND ORDER OF BUSINESS..
..SCHEDULE AN UDDER-ECTOMY!
TO BE CONT'D...

COMING FALL 1994 FOR THE
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Interplay

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VIEWPOINT

HONESTY IS OUR ONLY EXCUSE!

VIEWPOINT CONTEST WINNER

Robert C. Workman of Aurora, CO.
CV Bloodlines
A strong entry in the long running series. wicked bosses. and a moving story line. It's astounding!

GRAPHICS	9
MUSIC	9
CONTROL	8
PLAY MECH	9
ORIGINALITY	9
	94

SKID	K. LEE	THE ENQUIRER

BALLZ · GENESIS · PF MAGIC · 16MEG · FIGHTING · 1-2 PLAYER · AVAILABLE JULY

Virtua Fighting with a sense of humor, and a hole lotta balls. That's Ballz. Although this game does take some getting used to with its unique perspectives and play mechanics, once you do, you'll be hooked. The humor is great. Ballz is a very playable fighter that strays from the norm enough to make it worth owning. Six button control and move execution similar to MK add to its appeal.

GRAPHICS	8
MUSIC	6
CONTROL	9
PLAY MECH	9
ORIGINALITY	10
	80

This is as close as we'll ever get to playing Virtua Fighter or Dark Edge on the Genesis. The 3D play perspective takes some getting used to, but it gives this game a feel that is totally unique, and I like it! The music and humor were also great, making this an overall addictive and enjoyable game.

GRAPHICS	7
MUSIC	7
CONTROL	8
PLAY MECH	8
ORIGINALITY	9
	82

Ballz gives the player a great 3D sensation. This unique viewpoint alone is reason to buy the game. The control is great and combos come out easily. I also really like the modem feature (you can play over the phone with a friend!) The characters are very well balanced, similar to Virtua Fighters and although the music isn't that great, it fits the game really well. With over 15 characters to pick from and MK style moves you can't go wrong with Ballz.

GRAPHICS	8
MUSIC	7
CONTROL	8
PLAY MECH	9
ORIGINALITY	9
	80

BATTLE CORPS · SEGA CD · CORE · STG/SIM · 1 PLAYER · AVAILABLE NOW

Although simulators aren't my thing, this one held my interest from start to finish. BC has perfect scaling and great graphics, something we have come to expect from Core Design. Each mission is like a game in itself. Fans of AH3-Thunderhawk should especially appreciate this game. In the control dept., it's good but does take some getting used to. BC becomes the 2nd best simulator for the Sega CD; behind AH3, just behind.

GRAPHICS	8
MUSIC	8
CONTROL	7
PLAY MECH	8
ORIGINALITY	8
	85

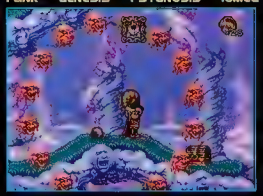
Core does it again. Battlecorps has some of the best texture mapped scaling I have ever seen on the Sega CD. Although I'm not a fan of shooter/simulators, I know a good game when I see one. BC's got great music, precise control and cool 3D environments. If this is the Sega CD, I can't wait to see what these guys can do on the Saturn or 32X.

GRAPHICS	8
MUSIC	8
CONTROL	8
PLAY MECH	9
ORIGINALITY	8
	88

Battle corps will definitely please simulation fans with its futuristic style graphics and strategic gameplay, but from a shooter stand point it gets boring pretty fast. The control is good but the slow pace doesn't suit me. The visual effects, like the scaling, are excellent, but the game really needed faster shooting action. Fans of AH3 will love this game, guaranteed.

GRAPHICS	8
MUSIC	8
CONTROL	7
PLAY MECH	8
ORIGINALITY	8
	79

FLINK · GENESIS · PSYGNOSIS · 16MEG · ACTION PLATFORM · 1 PLAYER · AVAILABLE SEPTEMBER



Flink is a wonder. Not only does it offer graphics that could set a new standard, but it has the gameplay to back them up. The scaling and rotation beat anything the Genesis has to offer and the bosses are amazing. Mixing spells adds to the variety and overall uniqueness of the game. Flink is a huge and totally addicting adventure. These programmers are amazing!

GRAPHICS	10
MUSIC	8
CONTROL	9
PLAY MECH	9
ORIGINALITY	10
	95

What a game. If more games like Flink were on the market, we wouldn't be looking forward to 32/64 gaming so much. From great control and distinctive music to silky smooth animation and stupendous graphics, Flink is an instant classic. This game is a bit on the difficult side, but I nonetheless highly recommend it.

GRAPHICS	9
MUSIC	8
CONTROL	8
PLAY MECH	9
ORIGINALITY	10
	94

Psygnosis' games always feature amazing attention to detail, but Flink sets a new standard. Even though Flink is very hard at times, the great control and really cool special FX's make you want to play it over and over, and you will. The special FXs are incredible, I didn't think I would ever see this hardware perform at this level. To the programmers of Flink, it's time to move on to some next generation hardware. How about some 32X or Saturn?

GRAPHICS	10
MUSIC	8
CONTROL	9
PLAY MECH	8
ORIGINALITY	9
	90

TINHEAD · GENESIS · SPECTRUM HOLOBYTE · 16MEG · ACTION PLATFORM · 1 PLAYER · AVAILABLE SEPTEMBER

Action/Platform gamers should welcome Tin Head with open arms. The character is extremely likable and the graphics are some of the best 16 bit gaming has to offer. It is also long and very challenging. There are only four areas, but each is massive and the challenge increases dramatically as the game progresses. The music and control are also excellent. Tin Head is another must have game for Action/Platform fans.

GRAPHICS	9
MUSIC	7
CONTROL	10
PLAY MECH	8
ORIGINALITY	8
	89

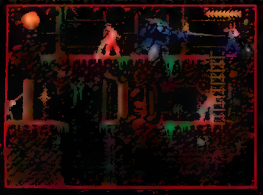
Good action/platform games are hard to come by these days. So I really got in to Tinhead. This is definitely a good game. The control on Tinhead himself is beyond perfect and the graphics and scrolls are very nice indeed. The only downer is the difficulty. True gamers need only apply here, because this is one tough game. Nice job Spectrum.

GRAPHICS	8
MUSIC	8
CONTROL	9
PLAY MECH	8
ORIGINALITY	8
	87

Tin Head is a brilliant 16 bit action game that features some really great play mechanics. Not only is TH hard to beat, but the levels are huge, at times taking up to an hour to finish. Even though the game only has four levels it's still one of the biggest games I have ever played. Most of the music was really good, the only draw was that it didn't change often enough. Overall this is a great effort from a company that just keeps getting better.

GRAPHICS	8
MUSIC	8
CONTROL	9
PLAY MECH	8
ORIGINALITY	9
	94

BLACKTHORNE · SNES · INTERPLAY · 8MEG · ACTION/ADVENTURE · 1 PLAYER · AVAILABLE SEPTEMBER



Blackthorne takes the Out of This World and Flashback formula and climbs to the next level, with more play mechanics, better graphics and a new level of interaction. It is also less tedious than its predecessors, making it the best game of its kind. Even though this is not my favorite category, I found this game addicting, fun and very challenging.

GRAPHICS	7
MUSIC	8
CONTROL	7
PLAY MECH	8
ORIGINALITY	7
	85

Wow! This is the best action/adventure game I've seen for the SNES in quite a while. Blackthorne is a bit on the short side, but other than that, it's fantastic. Great graphics, excellent music and sound FX, perfect control, cool carnage, moody theme, BT's got it all. This is one of those games that becomes addictive the minute you pick up the controller.

GRAPHICS	8
MUSIC	8
CONTROL	9
PLAY MECH	9
ORIGINALITY	8
	90

Wow! Not since Flashback have I played an adventure game with such uniqueness. Even though Black Thorne is very reminiscent of FB, I have to give credit where credit is due. Not only is the control perfect, but there's a lot of different playing techniques that help you stay glued to the game until you beat it. The soundtrack is pure SCI-FI and fits the game perfectly. Interplay is always ahead of the game in this category.

GRAPHICS	7
MUSIC	7
CONTROL	7
PLAY MECH	8
ORIGINALITY	8
	88

BRAINLORD · SNES · ENIX · 12MEG · RPG · 1 PLAYER · AVAILABLE SEPTEMBER

Brain Lord is a simple yet addicting Action/ RPG. It doesn't break any new ground, but it is part of a great category that is still over looked. The graphics are well drawn and detailed and the music borders on great. The game has respectable length and the difficulty level is just right. When compared to Zelda, Brain Lord doesn't quite stack up. But, then again, what does?

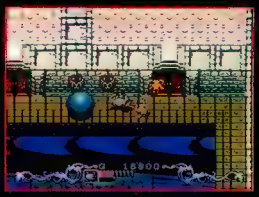
GRAPHICS 7 · MUSIC 8 · CONTROL 9 · PLAY MECH 9 · ORIGINALITY 8 · **80**

Good action/RPG's like Brainlord are hard to come by these days. The mind numbing puzzles, cool enemies, and long quest, will have you coming back for more. The graphics are about average for this type of game and the music is slightly cheesy at times but other than that BL is a solid game through and through.

GRAPHICS 7 · MUSIC 7 · CONTROL 8 · PLAY MECH 8 · ORIGINALITY 8 · **80**

It would be an understatement to say that Brain Lord is your everyday ACT/RPG. It has a great soundtrack, and Zelda/Soul Blazer style play mechanics, a feature I welcome with open arms. The challenging dungeons and mazes had me glued for hours. Brain Lord has a unique feel that will have you coming back again and again. Memories of Link, in a game by Enix.

GRAPHICS 8 · MUSIC 8 · CONTROL 8 · PLAY MECH 9 · ORIGINALITY 8 · **82**



STUNT RACE FX · SNES · NINTENDO · 8MEG/FX · 3D RACING · 1-2 PLAYER · AVAILABLE NOW

The much anticipated second FX game is both a hit and a miss. The Speed and Stunt Trax are a hit. The Battle Trax and the music are a miss; with the music being the biggest disappointment. Country music meets cuteness, ouch. The two player 'Battle Trax' are disappointing, with only four tracks and puny graphics. The main attraction 'Speed Trax' is incredible and makes the game a must have. All 16 megs should have gone here.

GRAPHICS 8 · MUSIC 7 · CONTROL 9 · PLAY MECH 9 · ORIGINALITY 10 · **88**

I was a little bit disappointed with this game. The graphics are nice and there are plenty of cool tracks to choose from, but the control precision is very vague. SRFX is not a bad game, it's just not up to Nintendo's incredibly high standards. This game showcases Nintendo's new FX2 chip, yet I thought Starfox was a better game.

GRAPHICS 8 · MUSIC 8 · CONTROL 6 · PLAY MECH 7 · ORIGINALITY 9 · **86**

From the moment I popped in Stunt Race FX it was a blast. Not only is SR as fun as any other racing game, but it has some of the best courses I have ever seen. The music was a little weak, but I'll let it go for this one. The 2 player mode is worthless, it's way to choppy, and really isn't fun at all. It was the overall package that impressed me. Miyamoto, in my opinion, has created another masterpiece, it isn't as good as F-Zero, but it's right up there with the best. Thanks Mario man.

GRAPHICS 9 · MUSIC 8 · CONTROL 9 · PLAY MECH 9 · ORIGINALITY 9 · **90**

SUPERMAN · SNES · SUNSOFT · 16MEG · ACTION · 1 PLAYER · AVAILABLE SEPTEMBER

Since I am an avid comic book reader I have great respect for the outstanding job that Sunsoft has done with this title. I found the story as interesting as the game. The graphics are drawn perfectly, the control is outstanding, and for this type of game there is a surprising amount of play mechanics. All comic book translations should be this good.

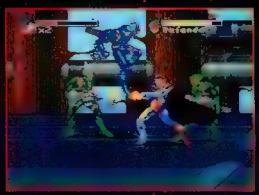
GRAPHICS 7 · MUSIC 7 · CONTROL 9 · PLAY MECH 8 · ORIGINALITY 9 · **86**

The Death and Return of Superman marks another great effort by Sunsoft. The graphics are O.K. and the music is fair, but in every other category, Superman ranks near the top of the chart. The ability to play as the different Superman characters was unique and the special moves were awesome, if you're looking for some good punch and kick action, this is it.

GRAPHICS 7 · MUSIC 7 · CONTROL 8 · PLAY MECH 8 · ORIGINALITY 7 · **82**

I admire the fact that 'The Death and Rise of Superman' sticks to the story line perfectly. Although this may be classified as an "arcade action" game by many, I believe it is much more. This game has more play mechanics than your average "arcade" game and it keeps you interested with its great story, a great job by Sunsoft!

GRAPHICS 8 · MUSIC 8 · CONTROL 9 · PLAY MECH 8 · ORIGINALITY 8 · **85**



ROAD RASH · 3DO · ELECTRONIC ARTS · RACING/FIGHTING · 1 PLAYER · AVAILABLE AUGUST

To me the pivotal game for the 3DO, Road Rash, is racing perfection. THIS GAME NOT ONLY REDEFINES FUN AND 3D GRAPHICS, BUT IT'S THE HIPPEST GAME ON THE PLANET. The amazing intro, features tunes from Soundgarden and when you lose...well, just buy it and find out. If you don't have a 3DO, buy one! Game of the month...oh, yes. Racing Game of the Year...probably. Road Rash rocks!

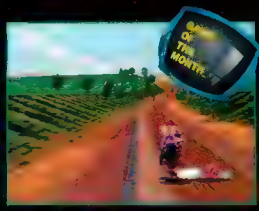
GRAPHICS 9 · MUSIC 10 · CONTROL 9 · PLAY MECH 9 · ORIGINALITY 10 · **99**

I am totally amazed. Road Rash is hands-down, the best game I've ever played on the 3DO. This game is more than just great 3D scaling, awesome full-motion cinemas and excellent music. It's a blast to play from beginning to end. You'll find yourself laughing and yelling at the top of your lungs, immersed in total gaming bliss. Trip, package this one with the system.

GRAPHICS 8 · MUSIC 9 · CONTROL 9 · PLAY MECH 9 · ORIGINALITY 8 · **98**

Now this is what I've been waiting for! Road Rash is fast, fun, it totally rocks, and it gives you the feeling that you're really rippin' through the different landscapes. This is the ultimate escape, because you could never get away with this stuff in real life. With games like this my 3DO will never get a rest!

GRAPHICS 9 · MUSIC 10 · CONTROL 9 · PLAY MECH 9 · ORIGINALITY 10 · **98**



SHOCKWAVE · 3DO · ELECTRONIC ARTS · 3D SHOOTER · 1 PLAYER · AVAILABLE NOW

Shock Wave encompasses some of the best cinematic scenes ever seen, with 3D gameplay that is both beautiful and challenging. Although the game is hard, you'll find yourself playing non-stop to get a look at the next locale and check out the next dazzling cinema. The lack of music is my only major complaint,and the Sewer Sharkish interruptions I could have done without. Other than that SW is a solid shooter.

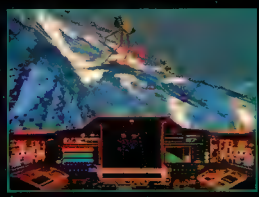
GRAPHICS 9 · MUSIC NA · CONTROL 8 · PLAY MECH 7 · ORIGINALITY 8 · **85**

What's going on here? 32-bit gaming is supposed to be something to look forward to, with gnarly CD music and stunning visuals. In Shockwave, the cinematic intros and 3D scaling were nice, but the vague control and dreary landscaping left much to be desired. The visuals in later levels are better, but if this is the next generation of games, I'll pass.

GRAPHICS 8 · MUSIC NA · CONTROL 8 · PLAY MECH 7 · ORIGINALITY 7 · **75**

Shock wave almost did it for me. The cinema scenes are gorgeous, and made me feel like I was part of a movie. It's just not a very good movie. The game it self lacked variety and there is no music while you're in combat. On the upside the visuals are fantastic and the control is pretty user friendly. Everyone at our office loved it, but to me its only a decent 3D shooter. I prefer shooters like Total Eclipse.

GRAPHICS 8 · MUSIC NA · CONTROL 8 · PLAY MECH 7 · ORIGINALITY 9 · **81**



BRUTAL FOOTBALL · JAGUAR · 16MEG · TELEGAMES · FOOTBALL · 1-2 PLAYER · AVAILABLE NOW

Technologically speaking Brutal Football may not be much, but it sure is fun to play. The graphics are drawn well , the music is cool, and the color is excellent. My problem is that I have a "64" bit system, so I want a 64-bit game! I like games with carnage, so I would buy this game. But once again, I still don't see that Jag power. C'mon guy's I know it's in there.

GRAPHICS 8 · MUSIC 7 · CONTROL 7 · PLAY MECH 6 · ORIGINALITY 8 · **71**

There's really not that much to find fault with in Brutal Sports Football. The control is great, the fun factor is high, the animation is smooth, the graphics are detailed and colorful, plus there's carnage galore. Trouble is, BSF looks, sounds and plays like a 16-bit game. Don't get me wrong, I like the game but it doesn't give me one shred of the 64-bit feeling I've come to expect. Deja vu revisited.

GRAPHICS 8 · MUSIC 7 · CONTROL 8 · PLAY MECH 7 · ORIGINALITY 8 · **72**

I'll admit I had fun with this game, but it could have been done easily on the SNES or Genesis (except for the color). I did not buy a 64 bit system to play games that can be done on 16-bit. A game like this with a 3D engine would be more like it. Fun game, but not enough.

GRAPHICS 7 · MUSIC 7 · CONTROL 8 · PLAY MECH 4 · ORIGINALITY 6 · **70**

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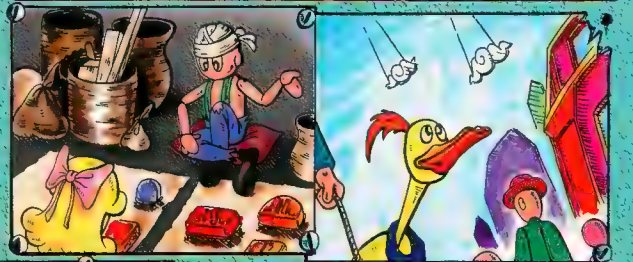
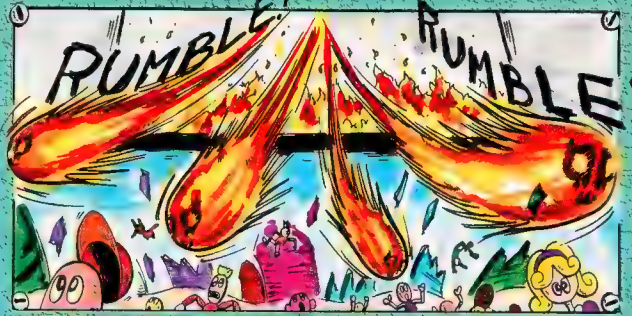
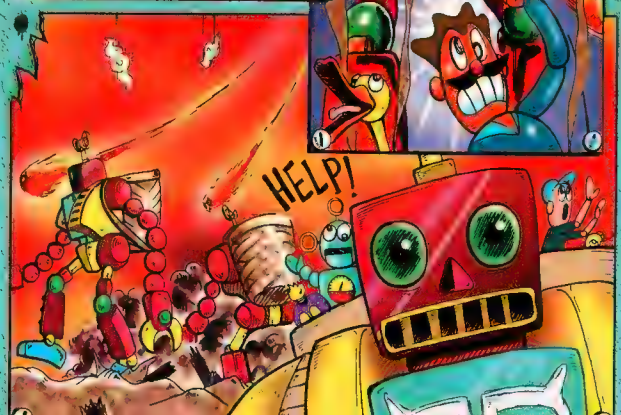
DYNAMITE
HEADDY

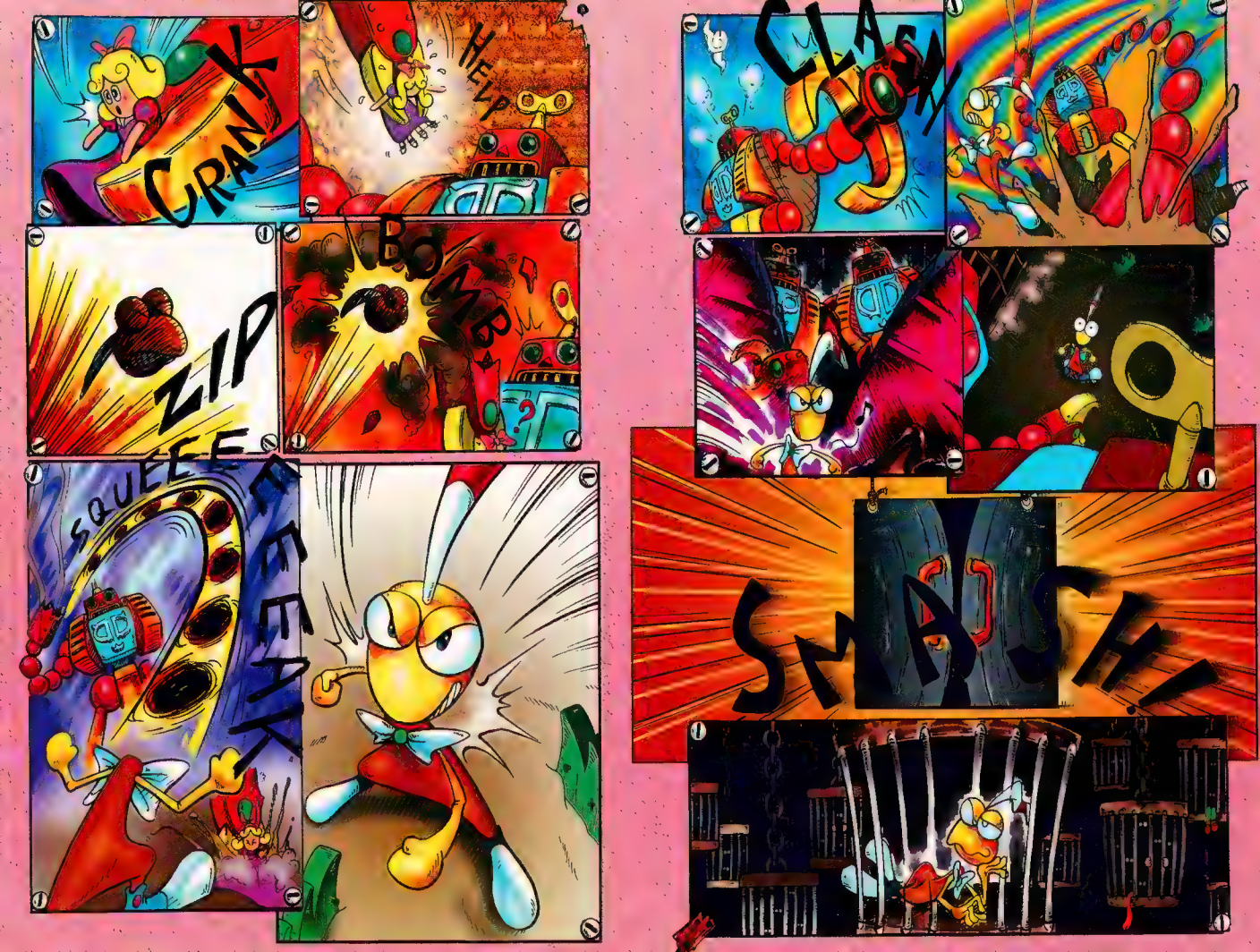


CREAK...
BEEP!
BEEP!
BEEP!

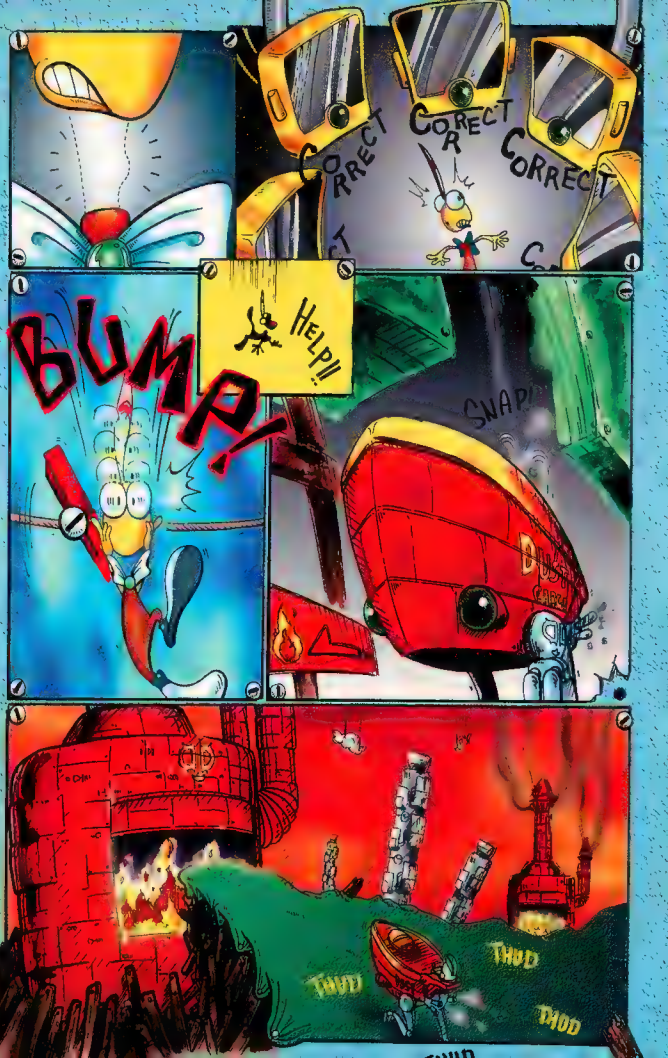

RUMBLE!
RUMBLE!

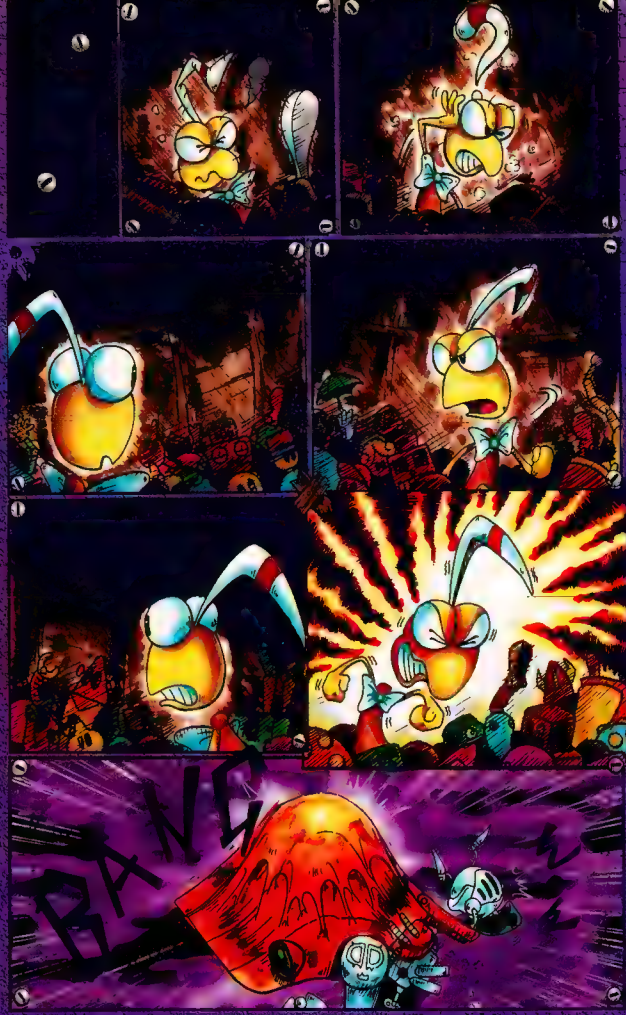
KABOOM
OH!


HELP!


CRANK
HELP
ZIP
BOMB
SQUEEE
EEEK
CLASH
SMASH!

FAILURE
CORRECT
FAILURE
CORRECT
CORRECT
BUMP
GOOD HEAVEN


CORRECT
CORRECT
CORRECT
BUMP!
HELP!!
SNAP!
THUD
THUD
THUD


BANG

CRASH
BUZ
BUZ
BUZ
BUZ
WHAM

16 CHARACTERS! UNFORTUNATELY FOR YOU

THAT'S 32 FISTS AND FEET TO DEAL WITH!

SUPER NINTENDO ENTERTAINMENT SYSTEM

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IT'S SHOCKING.

ocean

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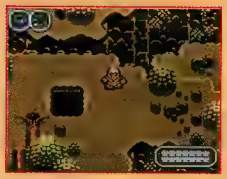
The new arrival has disappeared.

IT'S JOLTING.

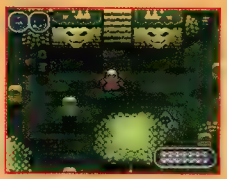
Evil nanny, Debbie Jellinsky, has stolen Baby Pubert and only you, Uncle Fester, can save him. Team up with your crazy clan and track down the little one and your wicked bride through 42 levels of outrageous role-playing adventure—Addams Family® style!



Movie-like animation creates graphics so brilliant and detailed, you don't just play Fester, you are Fester.

IT'S REVOLTING.

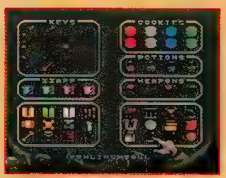
As Fester, you'll venture through mysterious gardens and goon-infested swamps. And use your bag of goodies and Addams charm to gather clues from your zany relatives, and con Debbie's "loyal" friends into helping you out—for a price!



It's endless Family adventure with challenging puzzles, word games and spooky mazes at every turn.

IT'S AN ADDAMS.

It's a jolt of electrifying role-playing fun only the Addams Family can deliver. And with a little family advice, and lots of Addams cunning, you'll be able to rescue Pubert and put Debbie where she belongs... in the hot seat!



To solve this mystery, you'll need to use your stash of secret keys, spider eyes, headless teddy bears and magic potions.

AND IT'S A SCORCHING DEAL.

MORE SHOCKING FAMILY VALUES AND UP TO $2.50 BACK!

Now and through the end of the year, when you purchase Ocean's "Addams Family Values" video game, AND rent Paramount Home Video's "Addams Family Values" videocassette from your local video retailer, you can receive up to $2.50 cash back. See inside video game package for details.

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Rated by V.R.C.™

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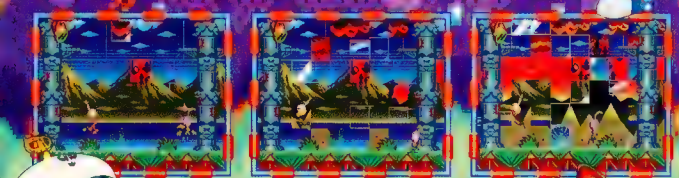
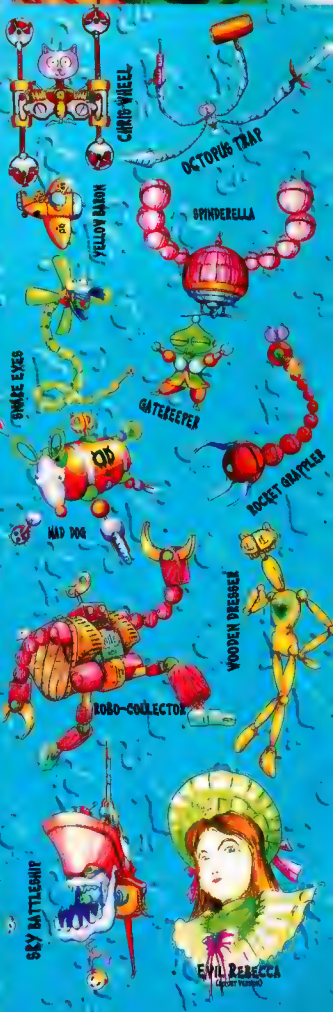
DYNAMITE HEADDY

Welcome to Dynamite Headdy: Part Two. Since Headdy won't be available until October, I don't want to review it yet. So, let's look at more of the game and highlight some of the incredible effects and play mechanics. You will also find the original line art from Treasure that Kei brought back from his recent trip to Japan, where he got a chance to visit Treasure once again.

-By E. Storm





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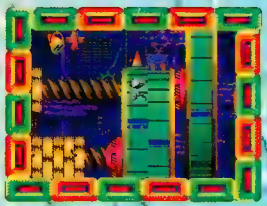
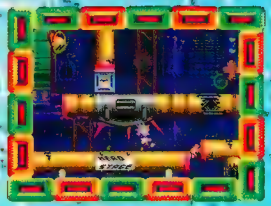
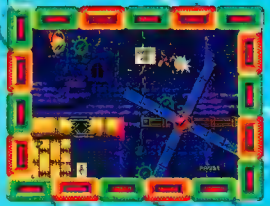
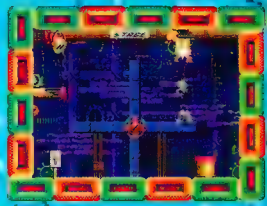
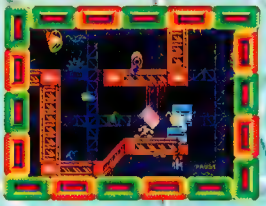
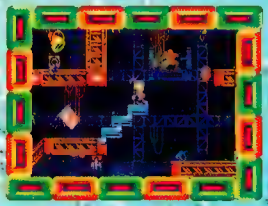
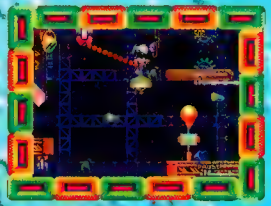
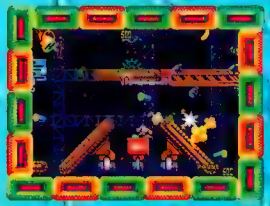
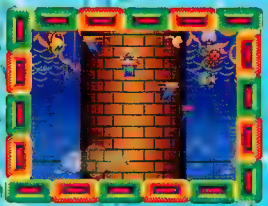
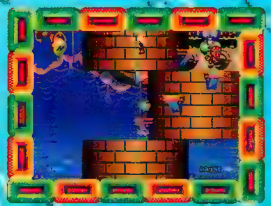
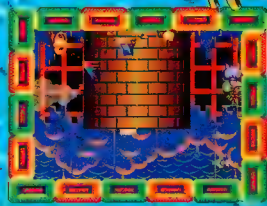
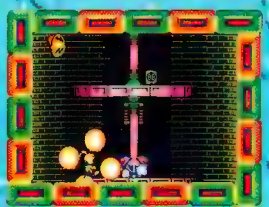









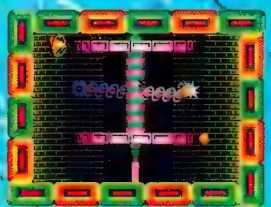
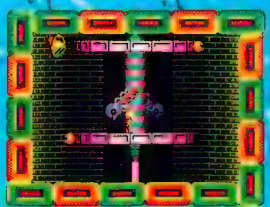
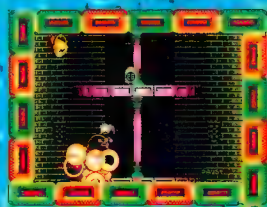
In this level Headdy really uses his head. In order to reach secret places and hidden goodies headdy must use his Hammer Head to get things swinging. If that doesn't work he can always take a ride on the conveyer belt, watch out for spikes! There are two one-ups and a couple of "secret bonus points" in this level.

A huge tower rotates as Headdy makes his way up it. Dark Demon not only attacks during your ascent, but cuts out sections as you climb. Once you reach the top, it's time for 'Rolling-Rolling'. Here, you again control the rotation as you battle rotating enemies and avoid crazy obstacles. There's a banana at the top..."yum-yum".

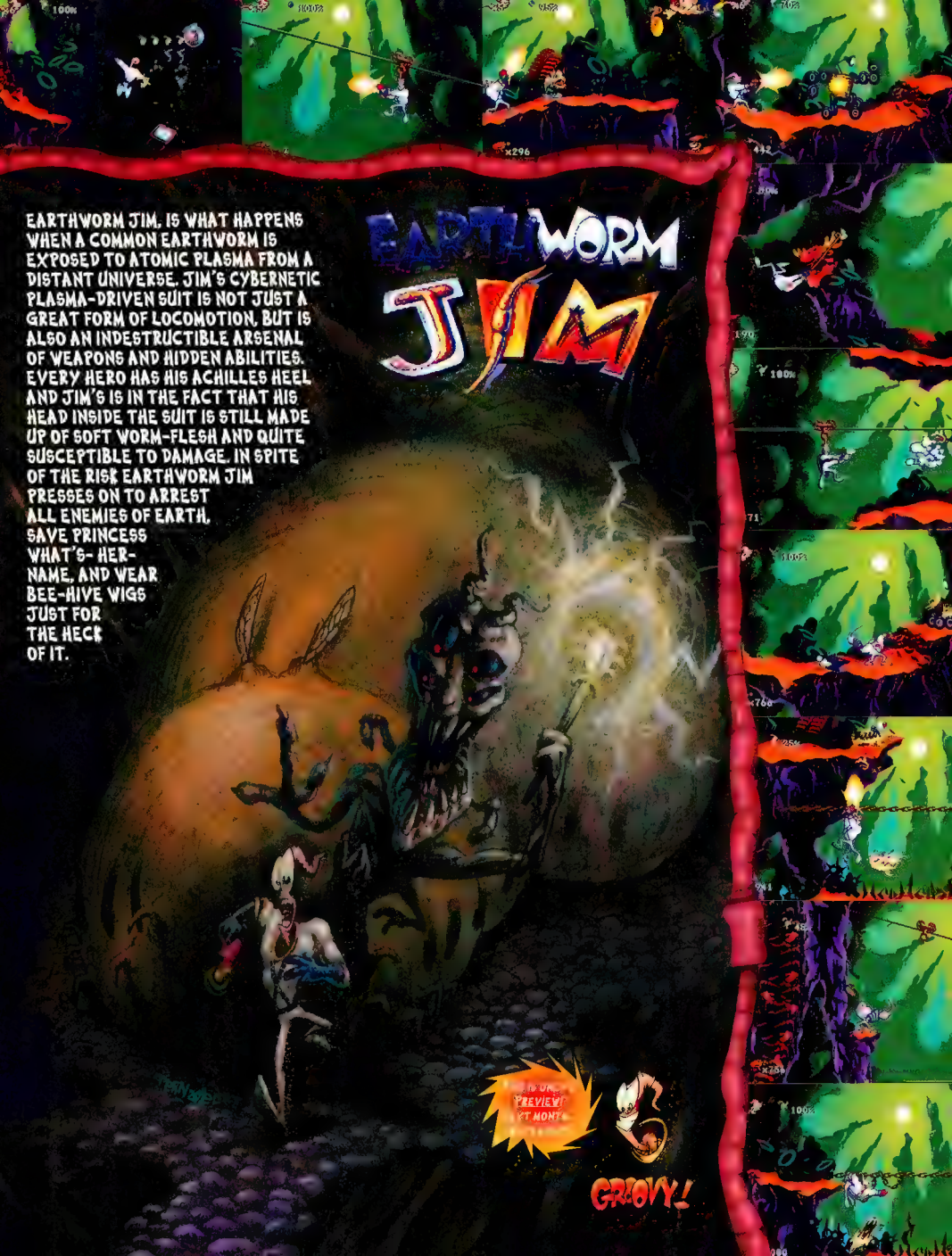
When you reach the top again, a fierce mechanical 'droid is waiting on a platform in the sky. Headdy starts off in the foreground, dodging his huge legs while turning the platform to get a shot at the beast's weak point. When this huge mech. gets angry, he will plant his legs, rotate the entire platform, and Headdy will appear way back in the background. There, he must use the same pattern, as you control a far away, tiny Headdy This is one of the most impressive bosses in the game, or in any game for that matter.

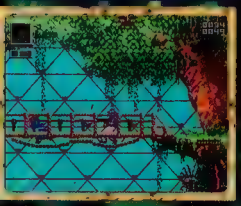
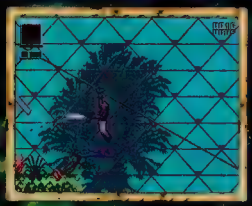
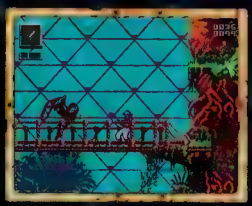
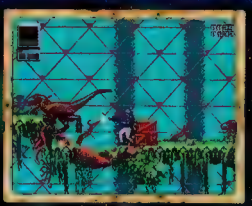



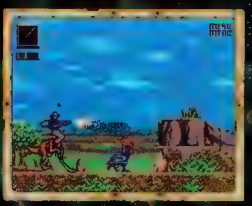



Deep down inside, you know Treasure wants to make a shooter. Both Gunstar and Headdy have shooting levels. This one is awesome! The music here is the coolest, and there are transparencies and scrolls galore! In the second stage of shooting, you must avoid the shots from the Dark Demon's reckless wheel, while making your way through a tight tunnel filled with enemies. Use the Airplane Head here. The first boss in the shooting stage takes a ton of hits to kill, and has four weak points. The middle is the target. Use the Rocket Head-it shoots the fastest and strongest shots. In the second stage of shooting, you must avoid the shots from the Dark Demon's reckless wheel, while making your way through a tight tunnel filled with enemies. Use the Airplane Head here. Baby Face is your last stop in the shooting stage. Meet Baby, Brother, Dad, and Grandpa! It's a whole family of attacking doll heads!


EARTHWORM JIM
EARTHWORM JIM, IS WHAT HAPPENS WHEN A COMMON EARTHWORM IS EXPOSED TO ATOMIC PLASMA FROM A DISTANT UNIVERSE. JIM'S CYBERNETIC PLASMA-DRIVEN SUIT IS NOT JUST A GREAT FORM OF LOCOMOTION, BUT IS ALSO AN INDESTRUCTIBLE ARSENAL OF WEAPONS AND HIDDEN ABILITIES. EVERY HERO HAS HIS ACHILLES HEEL AND JIM'S IS IN THE FACT THAT HIS HEAD INSIDE THE SUIT IS STILL MADE UP OF SOFT WORM-FLESH AND QUITE SUSCEPTIBLE TO DAMAGE. IN SPITE OF THE RISK EARTHWORM JIM PRESSES ON TO ARREST ALL ENEMIES OF EARTH, SAVE PRINCESS WHAT'S- HER-NAME, AND WEAR BEE-HIVE WIGS JUST FOR THE HECK OF IT.
PREVIEW
GROOVY!

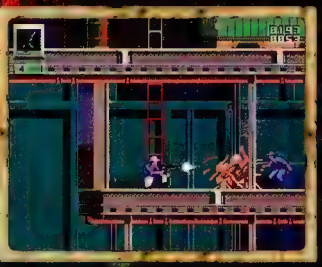





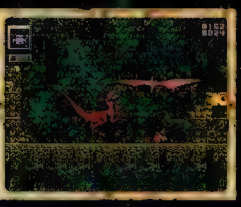


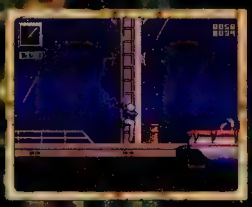
When Jurassic Park first hit the scene last year, we were impressed with its cool digitized graphics and realistic dinosaur FX. But this was Blue Skies work and we knew they could have done better. The control left much to be desired and the game had an un-polished feel to it. It seemed like the JP team may have been rushed, which we later found out was exactly the case. This happens frequently with big name licenses.

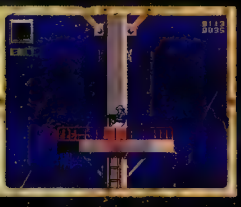
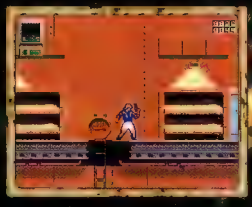
Maybe this game should be called the developers revenge, because Blue Sky, one of the most promising developers in the US, has redeemed themselves with a game that must be seen to be believed. The shots you see here only contain about half of the actual graphics in the game. Blue Sky used special techniques to get more color on screen and a level of detail seldom seen. Although our screen capture software is lightning fast, it could not pick up this effect. The game actually looks much better than this.

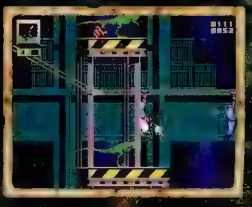
This is not a re-make of the old game. This is a totally new and completely improved adventure. It features more play mechanics, stunning new scrolls, better music and sound effects (killer samples) and, as I said, it is a graphic tour de force. This is the best spawn of the mega hit movie that I have ever played. I'll have a complete review next month. - *E Storm*

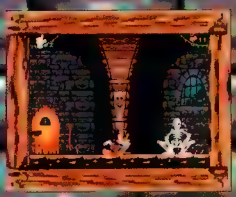


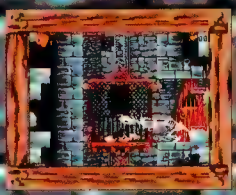
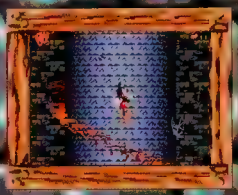


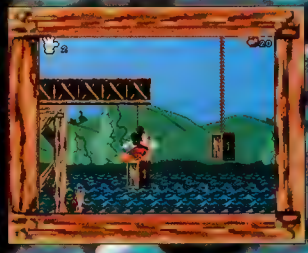






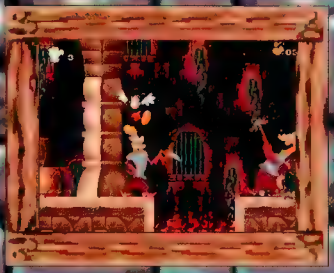
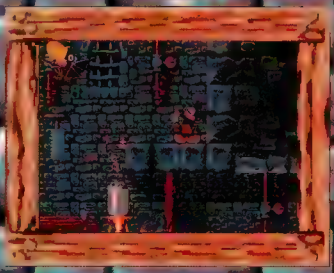



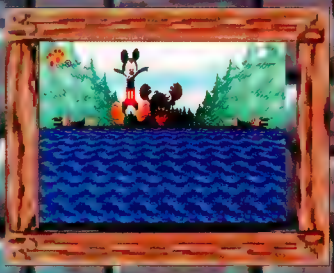
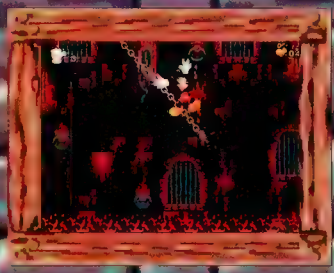


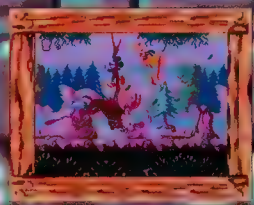
Throughout the life of the Genesis, games starring Mickey Mouse have been among the most anticipated and admired. With Castle and then World of Illusion, Mickey has had a pretty good run. Although those games were, and still are very good, they do not even come close to this new masterpiece that I still cannot believe is a Mickey Mouse game. Funny thing is, it isn't from Sega. Can you say Sony? I knew you could. I think we're going to be saying that a lot more in the months and years to come. With the recent release of Equinox for the SNES, Puggsy (by the same developers as Mickey) for the Sega CD, and now this game, Sony Imagesoft seems to be finding its legs.

Mickey Mania is a Disney freak's dream come true. Imagine special effects beyond Gunstar mixed with animation beyond Aladdin and you've got an idea of how amazing this game is. Mickey Mania takes you through the very history of Mickey Mouse, from 1928 to the present day. When you begin the game, the action takes place on what looks exactly like a very old black & white film strip. As you progress, the level slowly becomes more and more colorful. By 1933 you are playing in full color. The play mechanics are taken directly from Castle of Illusion. Mickey can either bounce on heads or throw items that he has collected. In this game, Mickey also makes use of props that are featured throughout each level. There is more to do in this game then both previous Mickey(s) combined. The graphics in MM are spectacular to say the least. Not only are never before seen special effects used throughout, but the artwork, color and animation are the best I

GENESIS · SONY · 16MEG · ACTION · 1 PLAYER · AVAILABLE SEPTEMBER

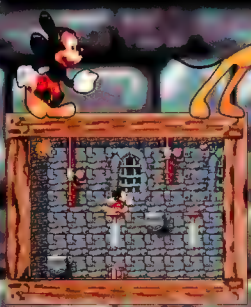
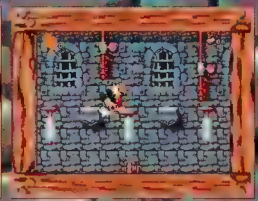
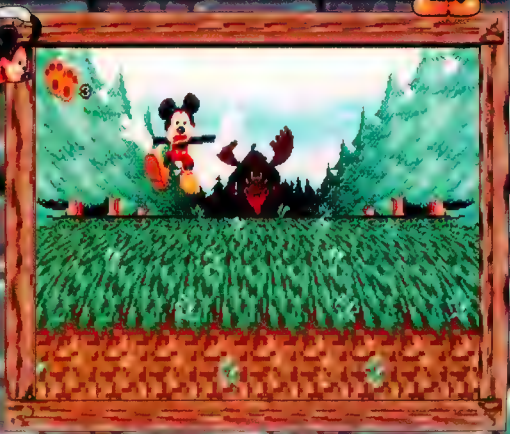



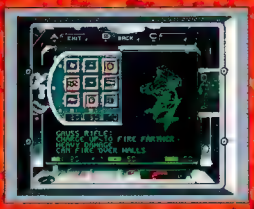
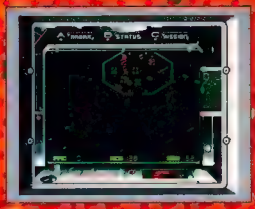





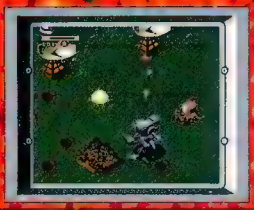
have ever seen in a Disney game. It leaves even Aladdin in the dust in those departments. The music is also the best of the series. Basically, this game has no flaws, although it is difficult, it is in such a way that you need to find the patterns in each level; it's not frustrating, the control is perfect. The only hurdle I had to overcome (as I did) is that it stars Mickey Mouse and carries a goody two shoes theme. Something normally reserved for pre-teens. I am the product of a new generation and identify more with newer and more original characters. Mickey Mouse is for me to cartoons what the Beatles are to music; he's kind of, I don't know... archaic. If these guys made a game this good with a new character, it might just be game of the year. On the other hand, for Mickey fans, this very well may be just that. If you like the mouse, then you've arrived!

- E. Storm

MISSION 1



Are you ready to stomp across a war torn battle zone destroying everything in sight, while hordes of enemies try to cut you down? If you are, climb on to this one, because that is exactly what you are in for, mass hysteria! Absolute's Battletech takes the tried and true gameplay of Desert & Jungle Strike and turns the volume way up. They are working on the ultimate 3/4 view perspective shooter for the Genesis. A little tweaking here and there and this one will be in the can (hopefully about the same time you read this). The only area of the game that I felt really needed attention was the difficulty. It is virtually impossible to beat the higher levels. You instantly become dialed in on this awesome character and all you want to do is move and plug away, but there are so many things firing at you that you literally cannot move at times. I'm sure this is a flaw that will be corrected, but if not, at least I warned you. The animation on the mech is too cool, the thing just stomps around like a bad ass, crashing through fences and squashing unlucky troopers under foot.

MISSION 2

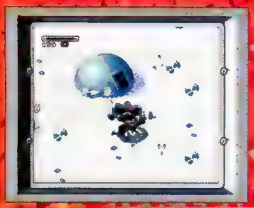
GENESIS • ABSOLUTE • 16MEG • STG./STR. • 1 PLAYER • AVAILABLE OCTOBER

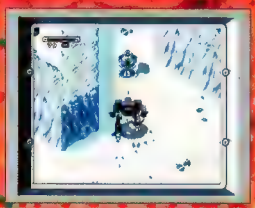
BATTLE TECH

You have to carefully toggle between weapons and use them very strategically, depending on the enemies you are fighting. Choose the wrong weapon or, run out of one too soon, and you're toast. For instance, if you use your heavy hitters on some pesky little tanks or troops; when an enemy mech arrives, it'll fry you long before you even dent it with one of your weaker weapons. One wrong move or bad decision in this one and it's over... fast. Three strikes and you're entering your password on this one. This game shows major promise. Look for a complete review in the very near future. - *Mr. Goo*

MISSION 3

MISSION 4

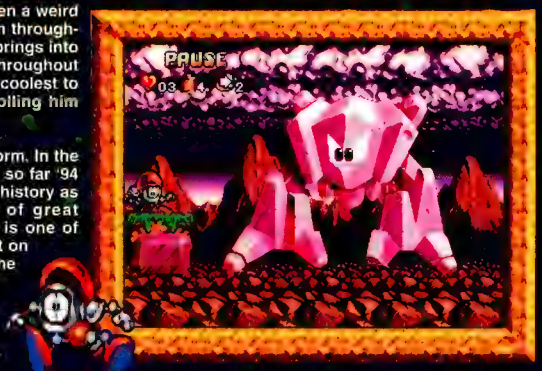




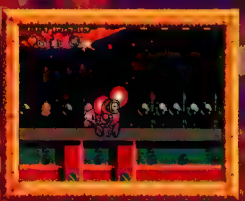
GENESIS • SPECTRUM HOLOBYTE • 16MEG • ACTION • 1 PLAYER • AVAILABLE SEPTEMBER

Tin Head guards the edge of the universe...that's his job. When a weird spaceship comes by and sucks up all the stars, scattering them throughout the far away worlds, Tin Head hears their cry for help and springs into action. He obviously ran out of WD-40, because he squeaks throughout the entire game. The character, Tin Head himself, is one of the coolest to come around in some time. You will thoroughly enjoy controlling him with his innocent personality and generally confused look.

My favorite game category is the small character action/platform. In the past, I've had to wait up to six months between good titles, but so far '94 has been one heck of a year. In fact, it will go down in gaming history as the best ever for 16 bit consoles. There's been a ton of great Action/Platforms and there is a ton more coming. Tin Head is one of them. If you don't own a Genesis this year, you are missing out on a time that may not come back around for some years. This is the year that the Genesis is showing its stuff.

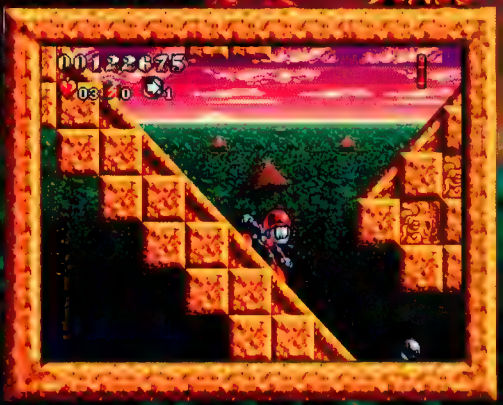


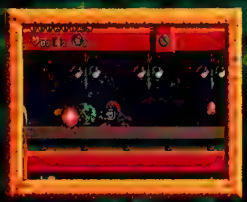
Tin Head is a good example of a next generation 16 bit game. It does things that would have been inconceivable in the earlier years of 16 bit gaming. The graphics in TH are surprisingly sharp and clear. There are no dull colors or mat backgrounds. Everything is highly detailed. Although Sega's 64 color palette has always been frowned upon, I dare you to find a SNES game that is this vivid while employing so many sprites and effects on screen. For example, when the huge polygon first level guardian is

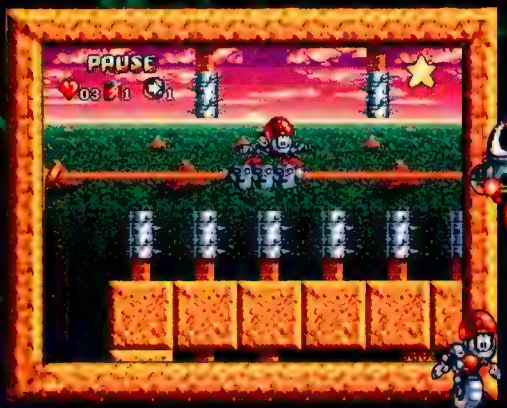


reached, the background (as it often does) does not fade to black. This huge beast animates perfectly, as does Tin Head, with no slow down or flicker present. Even some of the smallest enemies rotate beautifully, as do many obstacles throughout the game. The game itself is laid out perfectly and features pinpoint control. The music and sound effects in TH are also very well done. In each level you must first find and grab the big star and then find the exit. This may sound one dimensional and simple, but believe me, it's not! There are 4 areas, each with nine levels, several bonus areas, and a boss. Each level is huge and requires massive exploration as well as perfect shooting and jumping skills. Tin Head fires in three directions out of the top of his head and mastering this play mechanic is key in the game. Tin Head can also find and use rocket packs, heli-packs and huge hippity-hops. Since his head is metal he can also slide along overhead magnets. The game has plenty of play mechanics.

If and when you finish Tin Head you will have one question on your mind, and that is...how long do I have to wait for a sequel? I hope we see many more adventures with this great new character. These programmers working with a 32 bit platform would be stunning, to say the least! -E Storm



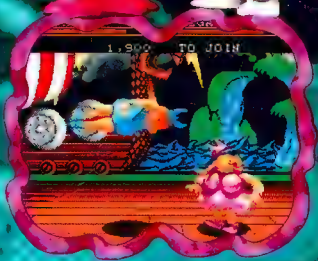


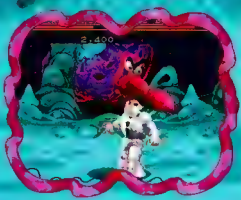


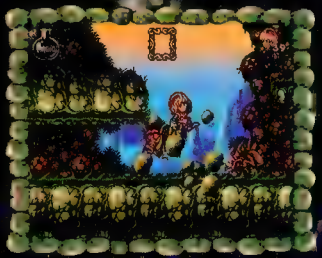
ClayFighter

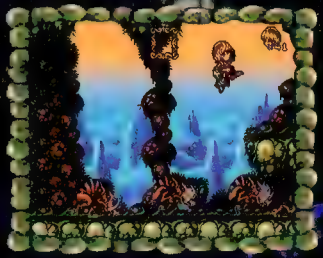
For those of you who do not own a SNES, here's your chance to play Interplay's now famous comical fighting game, Clayfighter. Somehow, Interplay has managed to port over much of the excitement from the SNES version, including the hilarious voice. I don't know what I would do if I couldn't here Elvis say "Hey watch the hair man" during a match. As a matter of fact, listen to the voices in CF and then tell me what happened with Super SF2. CF is 16-meg, Super is 40. What's up with that?

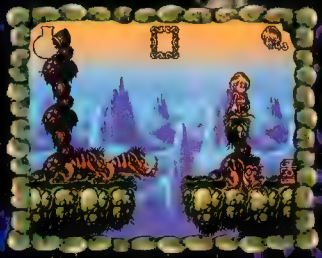
The best thing about Clayfighter is its sense of humor. Although it has phenom' graphics, amazing Claymation effects and easily executed special moves; it's moments like Bonkers exclaiming "I told you I'd win!" that make it the only must-have fighter next to SF2 and MK. The Sega version has twelve speed settings and three levels of difficulty. I only wish that the Sega version would have come out closer to the SNES version, part of the initial excitement is surely gone by now. The SNES already has a Tournament Edition and part two is well into development. Nevertheless, if you haven't experienced it, now's the time! Interplay is one of the first companies that will be developing for the 32X. With their talent and 32 bit hardware, the sky's the limit! - *Mr. Goo*

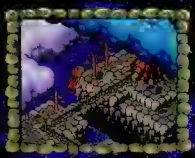


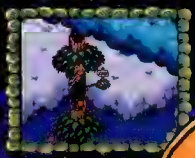


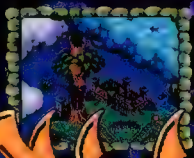


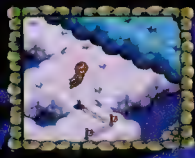


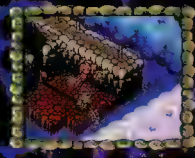












Flink

and the mystery of the enchanted island.

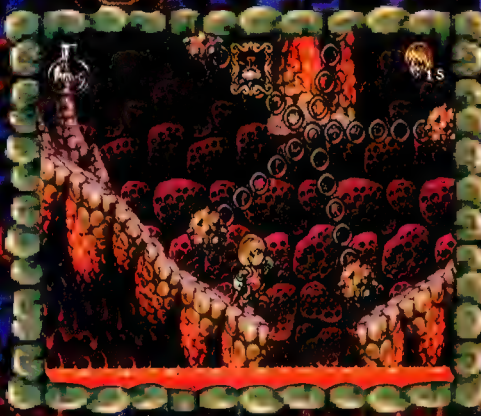
Once in awhile a game will come along that causes one to step back and say, "Whoa! Is that the Genesis?" Flink is such a game. Flink is 16-meg and has 53 levels! Every one of them has: mind-blowing, color saturated graphics; a diverse feel: stellar art work; and great animation.

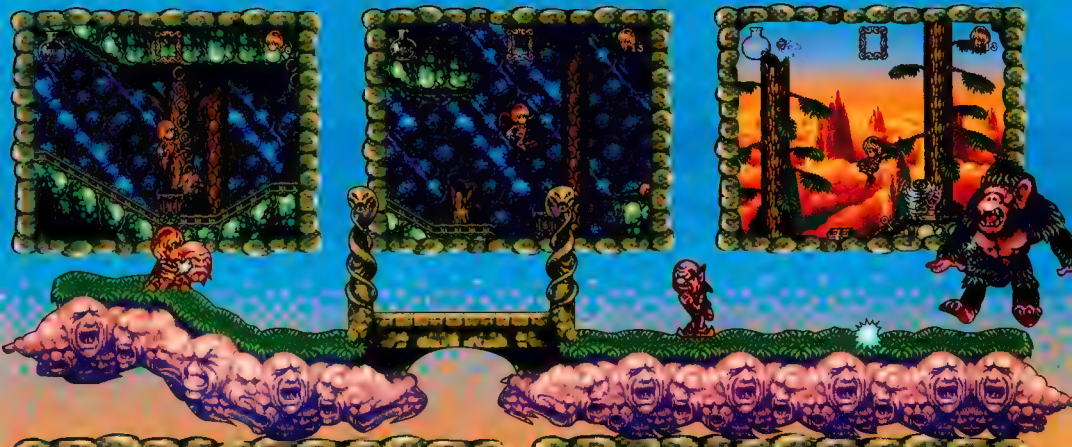
Flink is an apprentice magician who can mix spells (when he gets it right) as freed spirits and useful scrolls cross his path along the way. Other than that he can either leap onto approaching enemies' heads, or stun and then grab them to hurl into the next unlucky victim. Flink can also float on leaves, climb on vines, swim, throw rocks and chests, grab and use defeated enemies means of transportation like propellers, etc. In other words, Flink has excellent play mechanics.

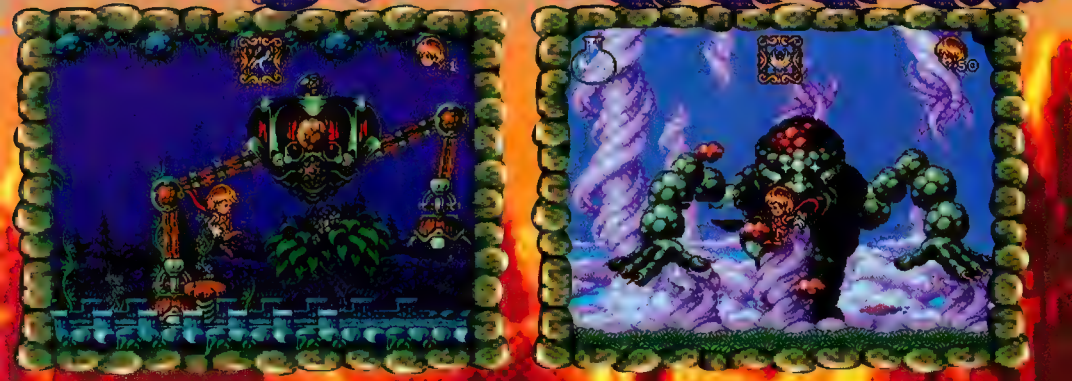
Similar to the Mario experience, you will not pass each level the first time around. Each area has a challenging set of obstacles all it's own. Some are vertical; some are horizontal. You must master bouncing, timing, leaf-walking, jumping, sliding, and dodging to beat this one. Even then, it's not easy. What I suggest is going back into the first level over and over until you build up a ton of men. (I think the programmers let you do this on purpose. I'm sure that they packed this one so tight that there wasn't even 1K free for a password option.)

The graphics, as you can see, are nothing short of phenomenal. To my surprise, so was the animation. But where you really go, "Wow!", is at the bosses: some of which are full screen and fully animated, your hits on them accumulate. (So even if you die, your previous hits still count.)

The music in Flink fits the game very



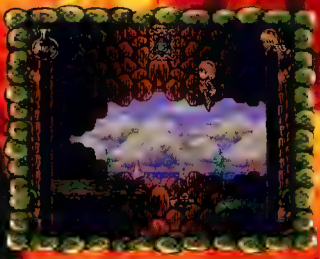


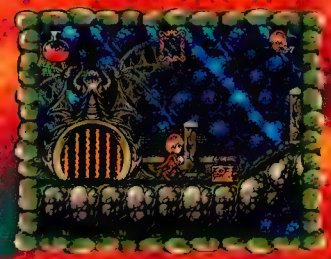


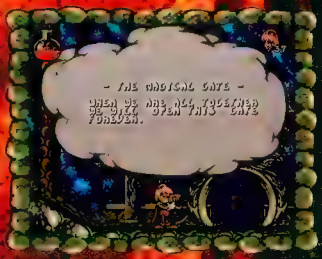
well, and considering what space they had for any music at all, it is quite good. The first tune may make you cringe a little but the rest is very nice.

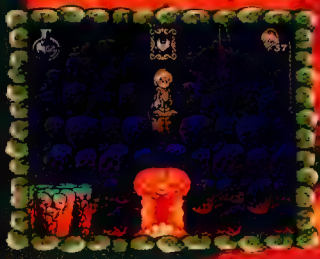
In the category of special effects, Flink again delivers with scaling and rotation that parallels huge arcade games. This game houses probably the most stunning visuals to date for a 16-meg cartridge.

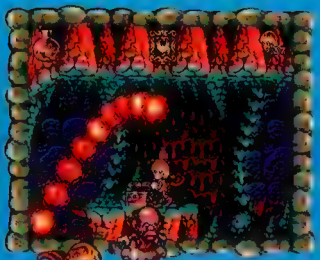
Flink is just one of a handful of 16bit games that will set new standards for the

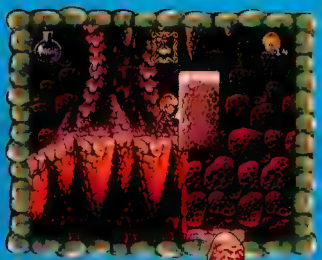


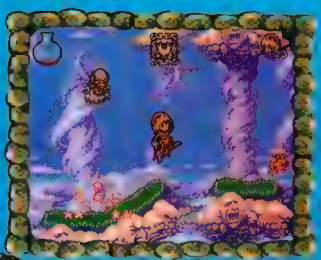


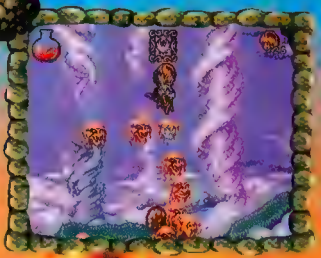


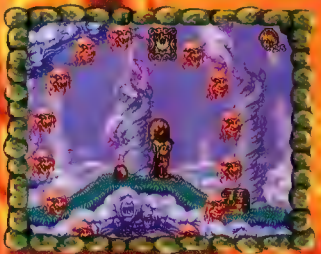


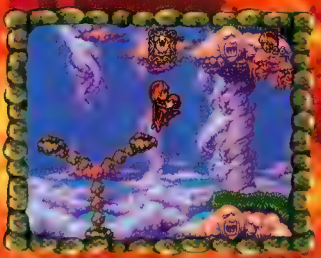


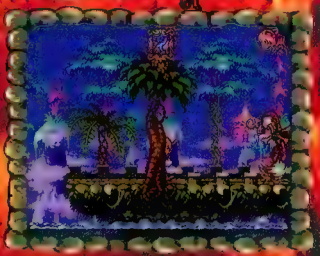


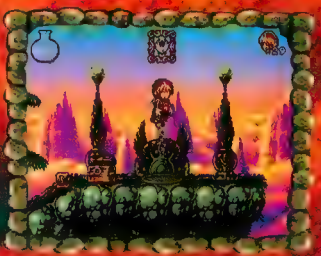






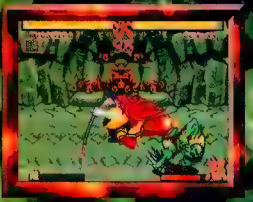




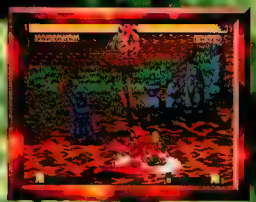


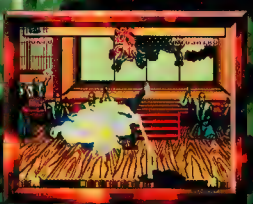
future. We are getting a look at how good a system can be when granted a long enough life to show its stuff. '93 is turning out to be one heck of a year for the Genesis. With games like this around, I will hold onto my Genesis for many years to come. Flink is a masterpiece. - E. Storm

GENESIS · TAKARA · 24MEG · FIGHTING · 2 PLAYER · AVAILABLE OCTOBER

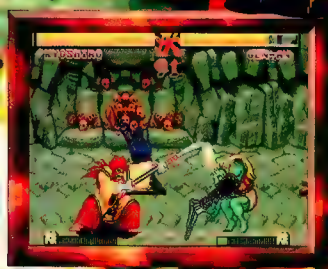


SAMURAI SHODOWN

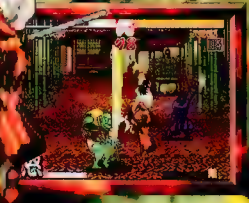


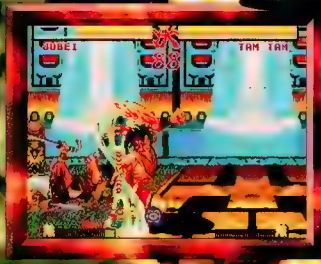


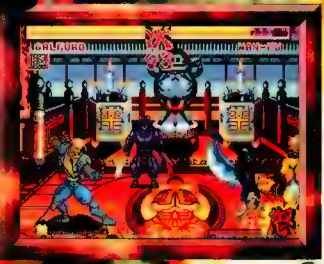
The incredibly successful Neo-Geo fighting game, Samurai Shodown, is on its way to the Sega Genesis this October, courtesy of Takara. We have taken this opportunity to show you a few screen shots of an early version of the 24-meg Genesis Samurai Shodown. Although SS has a lot of programming weeks ahead of it, this game can more than hold its own against the amazing SNES version. As many of you already know, neither this Genesis Samurai Shodown nor the SNES version incorporates the 'scale-in/scale-out' feature found in the Neo-Geo game. What Takara has instead done, is program the Genesis SS as a fully scaled in game with huge, SF2 arcade sized characters and given the SNES Samurai a full panoramic view, albeit with smaller characters. These larger, arcade style characters are truly a sight to behold. Not only are



the characters drawn to perfection, they (believe it or not) are extremely colorful! They also feature fantastic animation. On many occasions the Enquirer and I could be seen shaking our heads in disbelief and saying, "How did they get the characters to move so perfectly?", and "Can you believe that this is a Genesis game?" Yet another amazing feature of this game is the control. SS possesses a level of control precision unlike any other unfinished game I've ever come in contact with. Takara is getting frightfully good at these translations. Huge mega-games shrink to a fraction of their original size while still retaining most of the features, a stunning achievement. I wonder if they're the guys that put those ships in to bottles. It looks as if Takara has another smash hit on their hands. We'll have more on this great new Genesis fighter very soon. - *K. Lee*



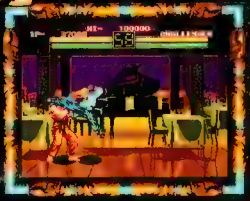


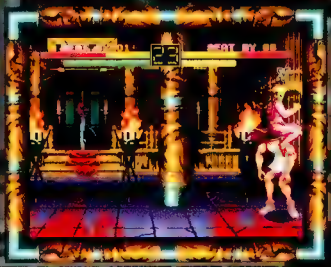


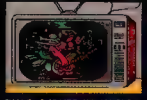
GENESIS · SEGA · 16MEG · FIGHTING · 2 PLAYER · AVAILABLE OCTOBER

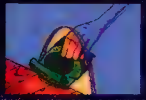
It may be a little overdue, but SNK's 'The Art Of Fighting' has finally made its way to the Genesis. AOF was the first fighting game to introduce the zooming effect. As you draw closer to your opponent the camera zooms in accordingly and vise-versa. This, along with notable new characters like 'Mickey' and 'Lee', propelled AOF to lofty heights, next to SF2, in the early '90s.

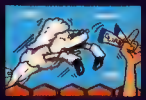
However, in the transition from a 100-meg monster to a 16-meg mouse, the zooming feature was left on the cutting room floor as was the hard-edged music and great voice effects. What's left is a skeleton of the original game. Let me put it in to simple terms: If you have never played AOF before and you play this game, you will probably come away saying that this is one of the best Sega fighting games you have ever played. However, if you own a Neo Geo or frequent an arcade, you will most likely come away laughing. What ports like these are all about is giving Genesis owners—who don't own a Neo Geo—a chance to experience games that you might otherwise never get to play. In that respect, AOF for the Genesis is a success. It has great control, big characters, and well-drawn graphics. But if you're looking for the Neo Geo experience, I'll see you at the arcade. - *E storm*



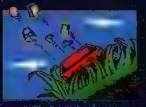


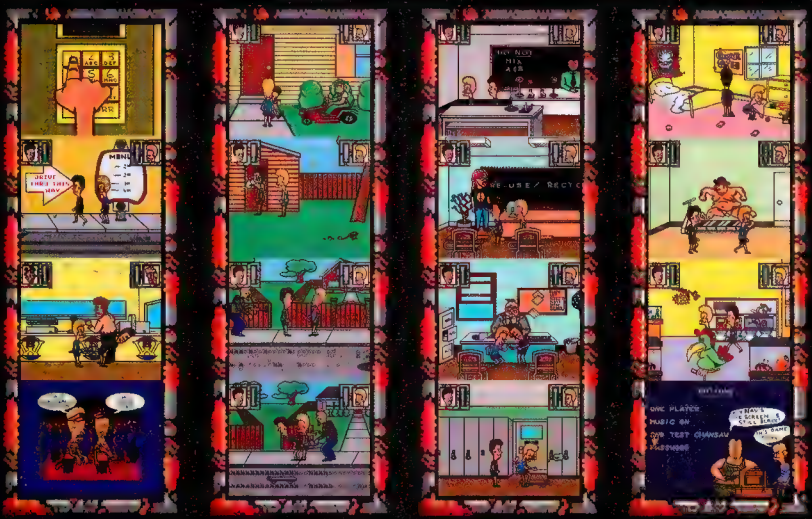


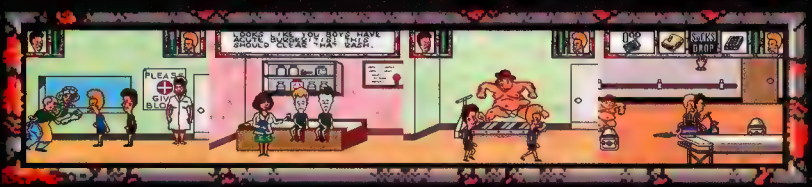




The MTV machine goes 'ching-ching!' as yet another fine product sporting the Beavis and Butt-Head name is unleashed on the world. It was imminent. They've had video game written all over them since episode one. Now, the mighty Viacom, licensees of all Nick & MTV property are finally ready to let the games begin. The Genesis version of B&B is an action interaction game that has our two misfit humans scrambling for the shredded remains of their Gwar tickets. To achieve their goal they must endure seven grueling levels of gameplay including; Turbo Mall 2000, The Street, Burger World, the Hospital, Highland High School, the Drive-In, and finally the Gwar Concert. The game plays like an action RPG. As either Beavis or Butt-Head (or both in a two player game) you must find clues and use items in order to retrieve the lost pieces...once you find them. Along the way you can take care of any one in your way by either grossing them out with a noxious burp, leveling them with an explosive fart or stunning them with a speeding spitball. Perhaps the best feature in the game is the outstanding voice. After all, what would a B&B game be without that familiar sounds we've all been trying to mimic? I've just begun playing the game (which can be a tad confusing at first) so I'll brave the streets for a few weeks and report back next month with a fart by fart review. *- E. Storm*





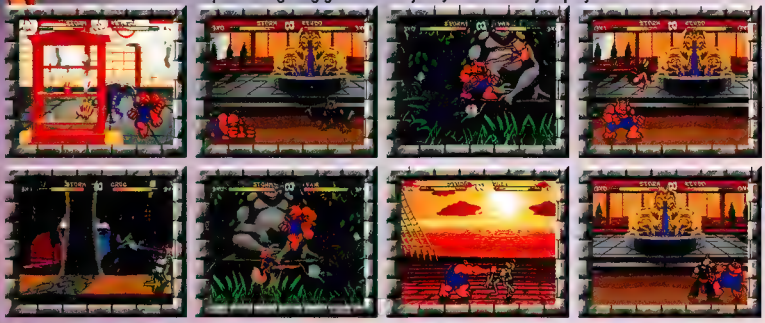


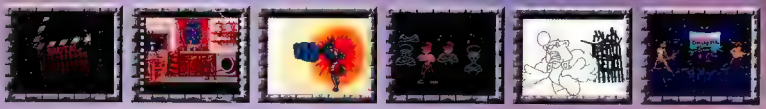
SEGA CD · GAMETEK · FIGHTING · 2 PLAYER · AVAILABLE SEPTEMBER

BRUTAL

Once a year the Dali Llama travels the world in search of the greatest warriors. He judges not only on martial prowess but how far the warriors truly possess the "warrior spirit". He invites them all to his peaceful island, where they compete to see who is worthy to wear the Belt of Heaven. This year you're invited, if you own a Sega CD.

Brutal is a unique new fighting game in every way. From how you play to the moves and strate-





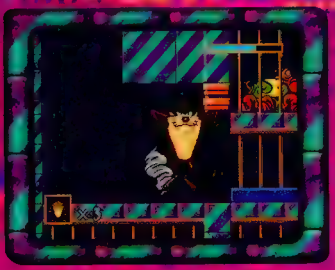
gies themselves, Brutal is a new twist on a format that is becoming increasingly tiresome. A new twist is just what this category needs.

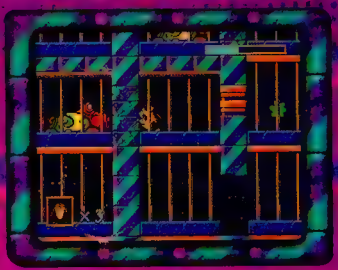
The story begins with some brilliant opening animation as one character, 'Ivan Bear', gets his invitation to the tournament. This is the best intro I have seen on the Sega CD. While I'm talking about Ivan—if you want to beat the game quickly, he is the character of choice. All the others are well balanced, but Ivan can rock just about anyone with two strong punches.

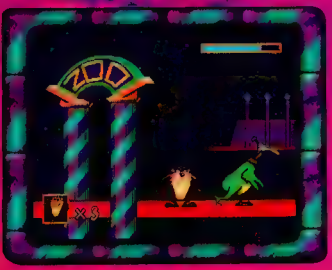
During the action itself, after winning two battles you enter a training room. Here, a new move is highlighted on a controller. You must then mimic that motion to gain that move. However, even after you learn all the moves, you will find that straight martial arts takes center stage in each battle. The computer attacks fast, and there isn't nearly enough time to execute many of the complicated functions to get off a move. Try pressing up-up-down-down-up-up, then 'A', while a crazy rat is coming at you at a break neck pace—not 'gonna happen. Take off as much energy as you can to cause your foe to retreat, then finish him with a special. The last enemy, the Dali Llama, is almost unfairly tough to beat—his Smoke attack is fierce! But once you do you can use him in battle. You will find yourself winning a lot with the Dali Llama in your corner.

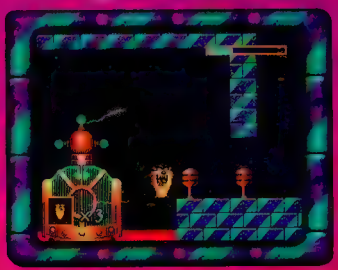
The graphics in Brutal are excellent. Each level line scrolls perfectly and all 64 colors are beaming at you in every round. The CD soundtrack is also orchestrated very well, and fits the game like a glove. In the end, I would call Brutal an alternative fighting game. Rather than ripping of heads and spraying blood you get animals that fight for honor and dignity. When defeated they mourn their loss and vow to improve. It doesn't copy any other game in the category. Instead it offers new strategies exclusive to itself. Going through every Street Fighter controller motion will render absolutely nothing. You'll have to play to learn.

Great care was obviously taken in every aspect of this game, and Gametek is to be commended for that. This is their first completely in-house project and it is the best game they have ever released. That says something. I look forward to a Brutal Sequel on the 32X. My only advice to the designers is to make the move commands a little less complicated. Other than that they have a big winner. - *E. Storm*









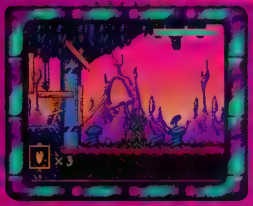
A couple of years back, before games like 'Aladdin' and 'Jungle Book' showed up, a game called 'Tazmania' captured our interest and set new standards for cartoon animation in a video game. I liked it so much that I actually took the time to master the control and eventually go through the game on one Taz. I think many people did the same thing and will now more than welcome a sequel.

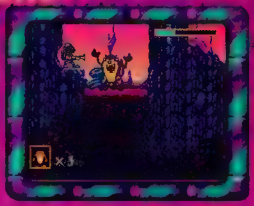
While we're on the subject of control, I am happy to say that it is significantly better with a much tighter feel. However, the difficulty (at least in this early version) is turned up to impossible. After levels one and two, your chances of passing a level unscathed are about as good as a meteor falling on your head while you're vacationing on Mars. It ain't gonna happen.

Everything else about 'Taz in Escape From Mars' is excellent. The graphics are even better than the first, the same cartoon variety music is used throughout, and the bosses have undergone a major overhaul.

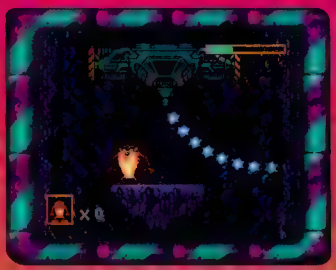
SEGA · GENESIS · 16MEG · ACTION · 1 PLAYER · AVAILABLE SEPTEMBER

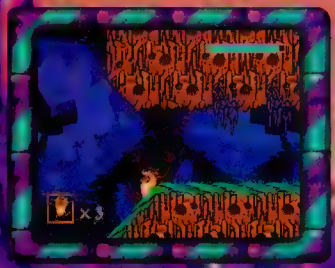
ESCAPE FROM MARS

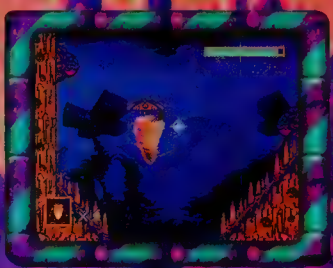


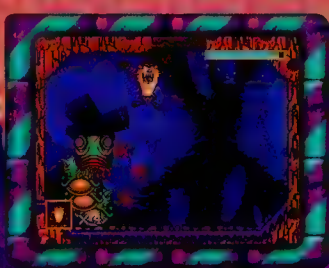


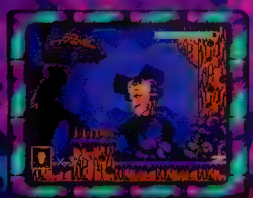
Hopefully, during the fine tuning stages of development, the programmers will make the game a lot more fun by making it a little less frustrating. If they do, Taz 2 will surely be a winner. If they don't, somebody had better invent an unbreakable controller. We'll review Taz 2 as soon as it's completed. - *Takahara*

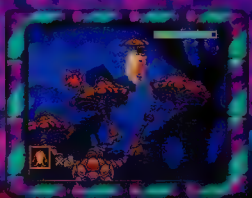


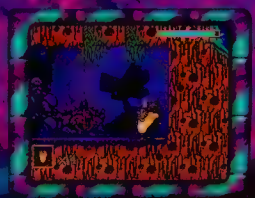












SEGA CD · CORE · 3D SIMULATION · 1 PLAYER · AVAILABLE SEPTEMBER

BATTLECORPS

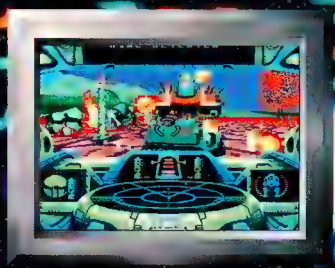
The term "simulation" is about to take on a whole new meaning. Core's 2nd such title for the Sega CD is ready to go and if you liked AH3-Thunderstrike than you are going to love Battlecorps. As part of a tactical defense squad, 'Battlecorps', you pilot a huge mech fighter on a search and destroy mission between Mandlebrot's Moons. Though their are many amazing features in this game the actual feel of your armored Walker is probably the most important. In previous games of this nature I have always noticed a loose and detached feel to the control, this makes it hard to get into the game. In BC you feel like you are in a huge walker. You hear your footsteps stomping on the terrain. It is also easy to access and use your different weaponry as well as control your speed and turret, which has four way control.

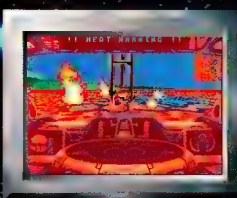
The graphics in BC are of course first rate. The terrain is texture mapped, features all 64 colors on screen, and scales perfectly. The music in BC is also great ranging from surreal tones to heavy rock. The sound effects and music fit the game like a glove.

Another way Core gives you total CD satisfaction is by making games that you can't just walk through. Like AH-3, you will find yourself really getting into and learning each level, the enemies placement and characteristics, hiding spots, weapon selection, etc...

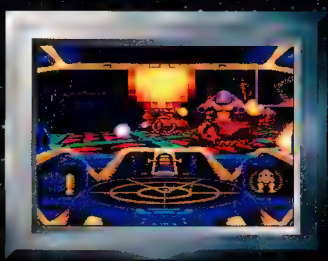
There are twenty missions in all, giving BC the overall length that you would expect from a CD title. I would have to say that Battlecorps is the finest simulation game to date on any 16 bit platform. Core's commitment to quality and original new ideas seems endless. As usual I look forward to everything they do in the future.

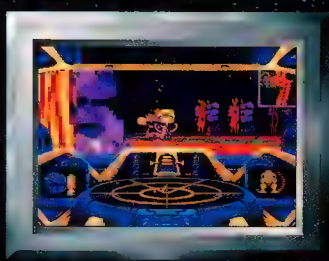
- P.S. Jeremy, if you're reading this-I'm STILL waiting for my Wonderdog sequel, how's that 32-X developer's kit looking? - *E Storm*





SHIELD





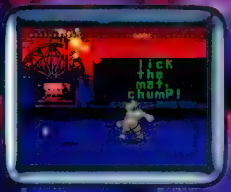
MAIN GUN OVERHEAT
MAI

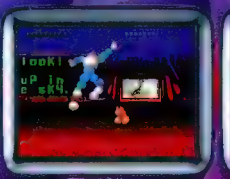
SHIELD LOW

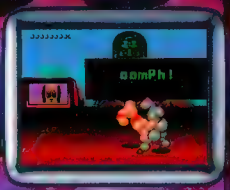
ballz

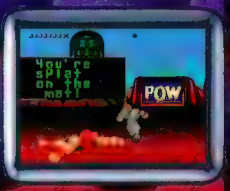
It used to be that there were just too many shooters. Thunder Force and R-Type started a craze that took years to run its course. Now, in the nineties, those shooters have been replaced by fighting games. The emergence of Street Fighter 2 and Mortal Kombat have spawned a ton of copy-cat games, none as good as the originals.

In the fighting category, similarity is not a good thing. In order to succeed you must break new ground (as Samurai Shodown has with its zooming gameplay and unique moves). With Ballz, PF Magic has done just that. They have added a









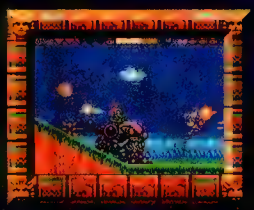
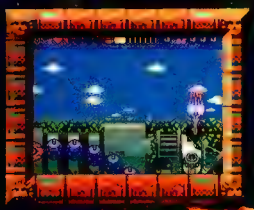
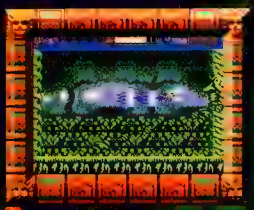
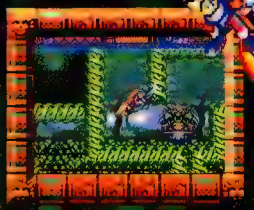
w and refreshing twist to a category that is otherwise becoming very predictable.

Ballz is unique in more ways than one. The characters are all made up of (what else) animated ballz: Big ballz; little ballz; and every sized ballz in between. Although they are all comprised of the same shape, they all have distinct personalities and characteristics. Krang is a nasty little caveman that loves to launch "snotshots" at his opponents. He'll even roll you up and bat you like a baseball. Monkey will climb along an invisible ceiling and then fart in your face. All the characters have ruder-than-rude traits of their own.

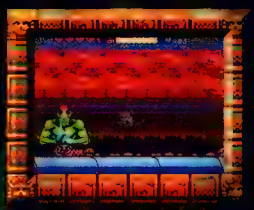
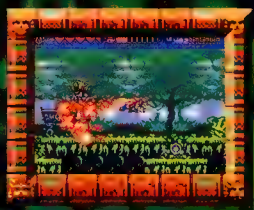
Another unique feature is the play field itself. As you fight you can move in and out of the screen at will. The action taking place in the game is simultaneously displayed on big screens in the background. This is not only hilarious, but greatly adds to the overall feel of the game. Another new twist is the replay feature. As you view the fight, you can freeze or slow-mo the action as well as turn the play field for an overhead view. This game has a lot to it.

The moves in Ballz are executed akin to, but different from, Mortal Kombat, where you tap a pattern along with an accompanying button. Blocking is à la SF2. The moves come out easily and, more often than not, are really something to see. PF Magic's 'Ballz' is a game not to missed by those who love fighting games, as well as those who do not. It incorporates fighting fun plus enough laughs to keep you coming back time and time again. - *E. Storm*

REPLAY!

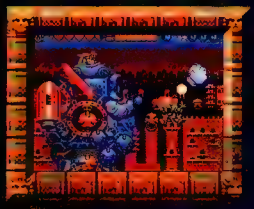
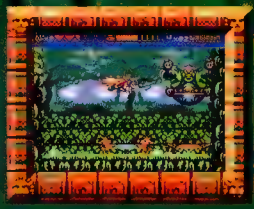
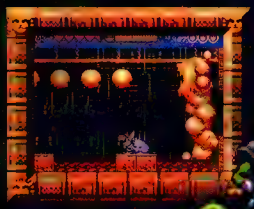
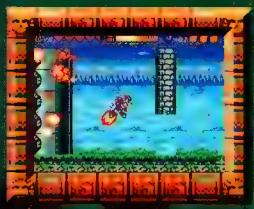
SPARKSTER

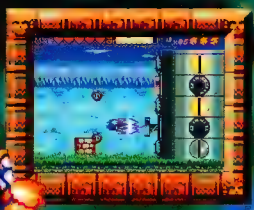
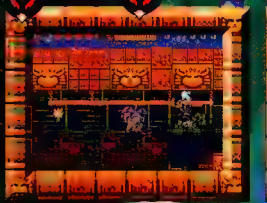
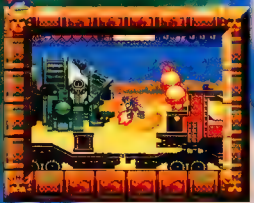



To say that Sparkster is back would be an understatement, because this new and improved version (of what was already a great character) is miles ahead of the Rocket Knight Adventure. The new Sparkster has obviously been under the care of the Castlevania Bloodlines team. You can see where the same brilliant formulas have been used, but are now even better. The special effects they have been able to achieve in a game that is packed with play mechanics, super detailed graphics, and no repetition, is unbelievable, especially when taking into account that this game is only 8 meg. It surpasses most two to three times its size. Sparkster is now hipper, sports a lighter suit, a constant flame for flying, better animation and control, and is a much better overall character. The game itself is a masterpiece.

Konami's Genesis team has super powers. Find out more next issue.

– E Storm

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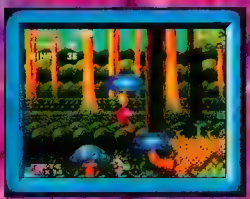
GENESIS · AMERICAN SAMMY · 16MEG · SHOOTER · 1 PLAYER · AVAILABLE NOVEMBER

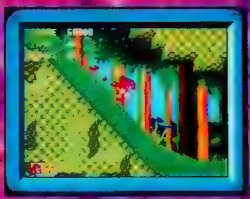
VIEWPOINT

If you're a shooter fan and don't own a Neo Geo, here is cause to celebrate. The best shooter to ever grace the Geo is coming home! American Sammy's Viewpoint features isometric gameplay, stunning polygons and one of the best soundtracks of the decade. "How will it fare on the Genesis?" you ask? So far, so good. In fact, I'm totally impressed with our preview copy. Except for some color loss, the levels are exact and the music and voice sound like it too good to be true. Sammy is pulling out all the stops on this one. If you buy one shooter this year, Viewpoint should be the one. I'll be back with an in-depth review as soon as the game is completed. - *E Storm*

GENESIS · SEGA · N/A · ACTION · 1 PLAYER · AVAILABLE OCTOBER

While Sonic 3 is still enjoying a cozy spot in the top ten, "Sonic and Knuckles" are planning a comeback this October. Not only will Sonic fans get an entirely new adventure, they will also get a game that breaks new ground in 16-bit gaming. Sonic and Knuckles is compatible with both Sonic 2 and 3! That's right, when you plug this puppy in to one of those games, something magical happens! In the graphics dept., S&K looks great, with shades of Sonic 3, but even more detail. Knuckles can stick to and climb vertical terrain, and some new special effects have been added that look very impressive. You can find out the entire scoop by tuning in to our big Sonic and Knuckles feature next month. - *Takahara*





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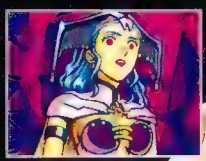

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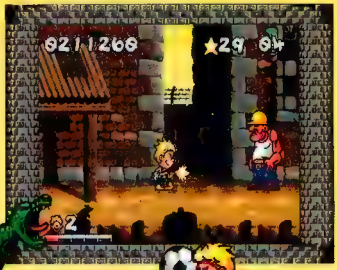
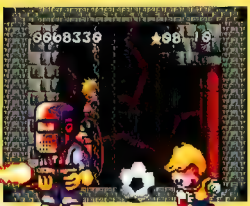
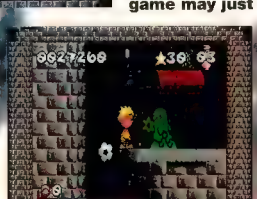
MARKO AND HIS MAGIC SOCCER BALL

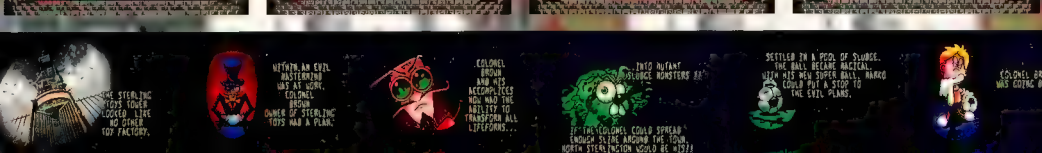




If you've ever wondered what would happen if a sports game met with an action platform, here it is; Marko and his magic Soccer ball. Not only have they met, but the outcome is really cool.

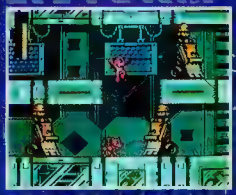
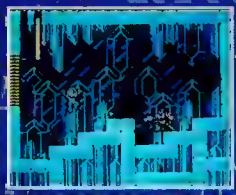
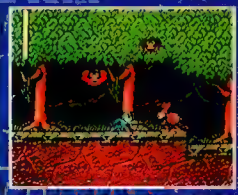
The Sterling Toy Factory is dumping a strange green slime into the sewers of the small town where Marko lives. Marko discovers that this toxic goo causes rats, mice and other vermin to mutate into hideous little beasts. The evil Colonel of Sterling Toys obviously plans to use these creatures to over run the town. Marko heads for the sinister looking tower armed only with a soccer ball. Marko can do a variety of kicks and jumps with this incredible ball, this play mechanic is ultimately what sets this game apart. It is definitely, unique. A lot of time was spent on Marko's animation and the detailed artwork in both the backgrounds and the enemies. The game plays surprisingly well and is very entertaining. The ball as a means of attack really works well. I must admit, I was skeptical at first, but after I got dialed in, I found the play mechanics to be a refreshing change of pace. The music and sound effects in Marko's are also excellent. This game may just become a sleeper hit. - *Takahara*



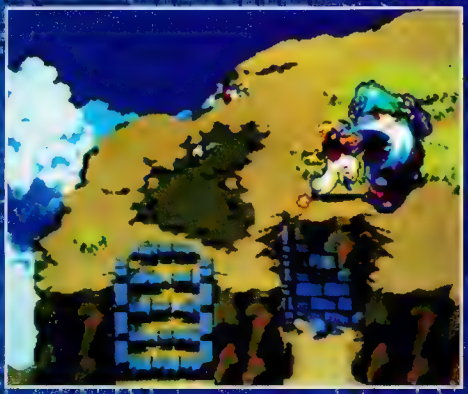

THE STERLING TOYS TOWER LOOKED LIKE NO OTHER TOY FACTORY.
WITHIN, AN EVIL MASTERMIND WAS AT WORK. COLONEL BROWN OWNER OF STERLING TOYS HAD A PLAN.
COLONEL BROWN AND HIS NECROPLICES NOW HAD THE ABILITY TO TRANSFORM ALL LIFEFORMS...
INTO MUTANT SLUDGE MONSTERS AS
IF THE COLONEL COULD SPREAD ENOUGH SLIME AROUND THE TOWN, NORTH STERLINGTON WOULD BE HIS!
SETTLED IN A POOL OF SLUDGE. THE BALL BECAME MAGICAL. WITH HIS NEW SUPER BALL, MARKO COULD PUT A STOP TO THE EVIL PLANS.
COLONEL BROWN WAS EXTRA BOUNCY!

LOOKING FOR
A GAME WITH
SOME TEETH?

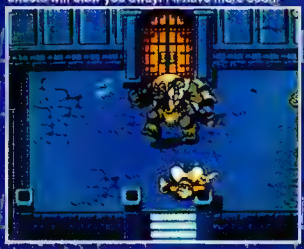
E. STORM'S MD PREVIEWS MEGA DRIVE

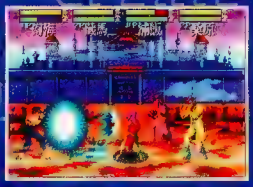




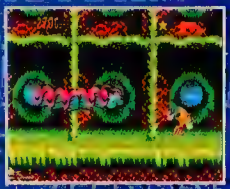
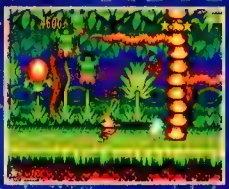
Three of the best NES games ever created on the Genesis?...Yes! Mega Man Wily Wars hits in Japan this September and, shortly thereafter, here in the US. These are direct ports of the original, award winning, NES games. So, we already know this game will be great. I'll have major coverage in the months to come.

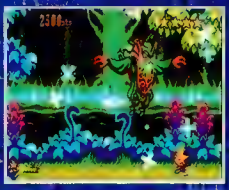
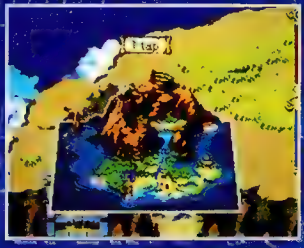
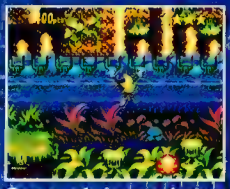


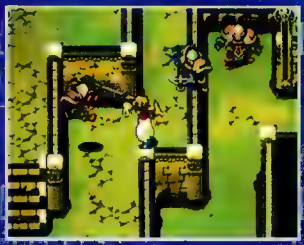
Directed and composed by Yuzo Koshiro, the Story of Tao (24 meg) should go down in 16 bit history. This action adventure features over 550 animation's on the main character and uses the TID system which allows for a ton of characters on screen simultaneously. The music and sound effects will blow you away! I'll have more soon.





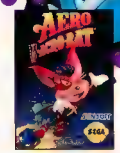


Sega of Japan has yet another little super hero ready to go: Ristar the shooting star. I don't have much background or a date on this one yet, but I'll keep you posted. Ristar is 16 meg.

After seeing Treasure's first fighting game in action, I can honestly say that it is the most impressive 16 bit fighter I have ever seen. It has more going on with four players on screen then SF2 does with two. The game uses two planes (like Fatal Fury). Yet, even when all four fighters are on one line (up to for people can play), doing complex moves which result in huge explosions, there is no slowdown or flicker. I have never seen this many sprites on one line, let alone with no glitches. Treasure is amazing. Everything they do is the best...everything. There are no plans for this game in the US...yet. If Sega doesn't pick this game up, I will be shocked. Their current fighting effort, Eternal Champions, pales in comparison. Yu Yu comes out in Japan August 5th, so look for major coverage next month.

BITE ME!

GUARD YOUR NUTS! ZERO'S COMING!



THE AERO ACRO-BAT™

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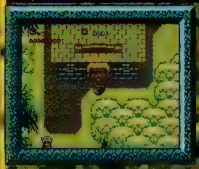
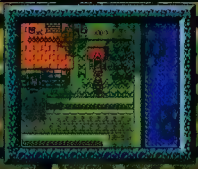


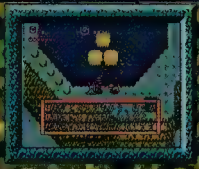
First, go to the forest and acquire the sword in this hut.

Next, locate this area in the Daria Valley and free the water.

Now you can talk to the fortune teller East of the Solayu.



Obtain the dog here, you can now converse with the animals



Take your dog to the top of Daria. He will convince the Rabbit to teach you how to jump.

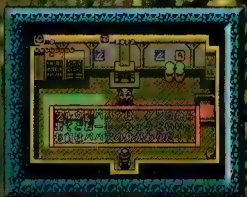
Learns new objects!

Enter Abaloni Beach, & meet this Elephant. Jump four times at his door to gain passage.

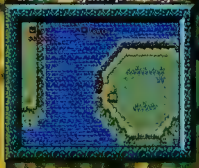
Ragnacenty

If you played one of the best action games of '93, Ranger X, then you are familiar with Gau Entertainment, now known as Sega's Nextech. These brilliant programmers have done it again, except this time with an action/RPG! Glorious!

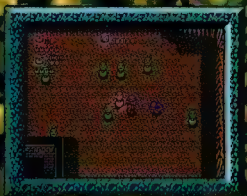
Ragnacenti is a Mega-Drive masterpiece. This is one of those games that you simply cannot put down. Like the Zelda series, the highly animated character and multiple tasks just suck you in for the long haul. There is so much to this game that I felt the only way to really show it to you is through a hint guide. Although it may not come out here, at least you get to see most of the game. And, if you do happen to buy imports, this will really help you through this inspiring adventure.-*E. Storm*



Daria Valley Boss



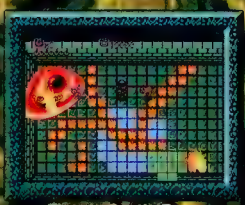
Jump across with the wind at your back.



Volcavia Boss

Use this raft to jump North across the water.

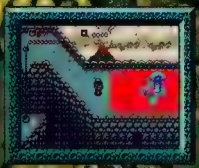
Abaloni Beach Boss



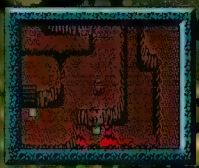
Fleesia Castle Boss

Coral Town Boss

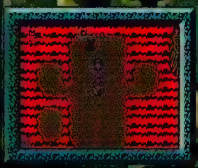
Your goal is to end up here.



After defeating the Cyclops, use the Penguin to freeze the lava.

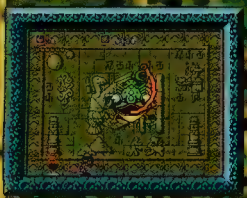


Hit these blocks to make stairs appear.



Make your way to this platform. The boss awaits just South.

Ice kis, hit these blocks to release the lava.

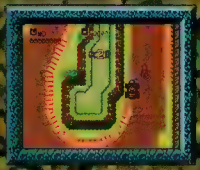


Boss of the Cazalia Ruins

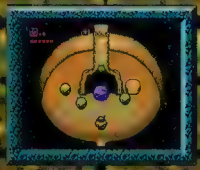
Volcavia Boss 2

Abaloni Beach Boss 2

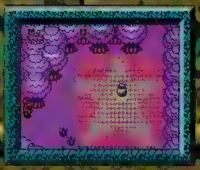
Boss of the Floating City



Next, slide to victory and gain the Cheetah for speed.



As soon as you enter the winter wonderland, this happens...



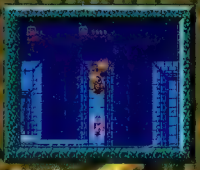
Jump here 10 times to open the cottage door...

Solve this puzzle to break the spell. Try Worm up, Chicken up, Worm back, Flower up, Worm up.

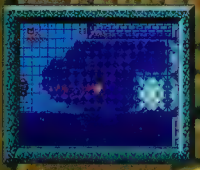
Patterns like this will help you make your way through the Camelia Desert.

Clear the Tower, and then talk to the sea creature in the Desert.

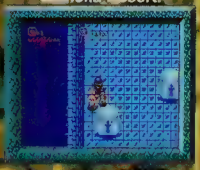
Enter the Castle of Fleesia and meet your new companion. The Fire Lion.



Free Dam[illegible] to access the rest of the maze.



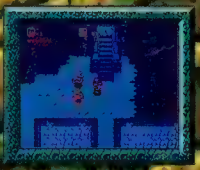
Throw your sword across the chasm to break the ice blocks.



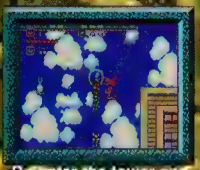
Once you've defeated the boss, melt the ice here to exit Fleesia.

You must break through here to approach the boss.

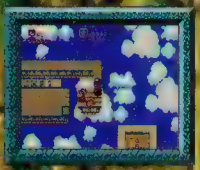
Push these blocks strategically to enter the boss's lair.



After defeating the boss, jump East here to exit the level.

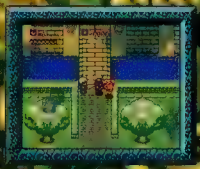


Re-enter the tower and complete the maze (shown below) and the sky level will open.



Get this platform to appear and your on your way.

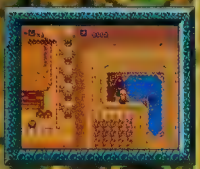
After defeating the sky boss, return to the snow level and speak to Granny.



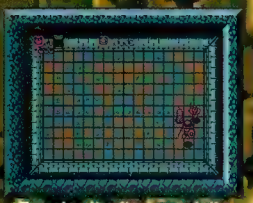
Return here and speak with Blondie at the foot of the castle.

This [illegible] wants 50 rocks. Pay him! Then stand at the top of the hole.

Now cross this puddle and meet your Armadillo.

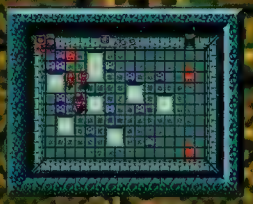


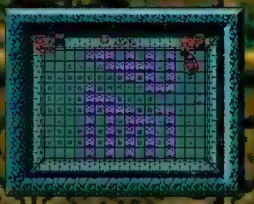
Use him to reach the chest and change the seasons.

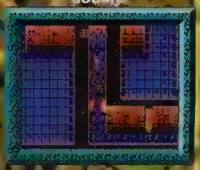


It's on to the Inca Palace... This shot should help tremendously.

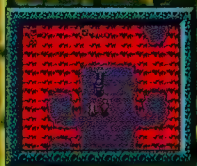
Examine the floor carefully. See any differences?



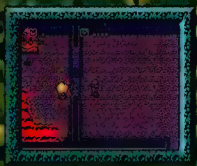




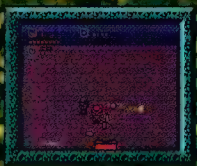
Follow me!



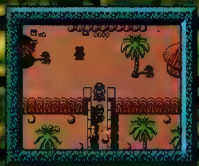
Remember this place? Return here and meet Doe-Doe!



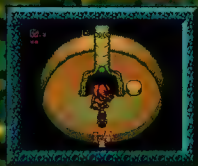
Use your new sword to draw out the boss.



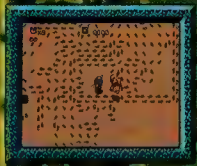
Hit the main guy while he's reassembling the pieces.



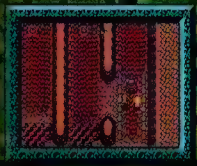
Speak to this monkey twice and enter the town.



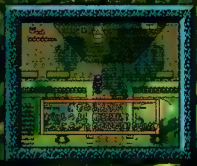
The Golden Elephant tells you a secret.



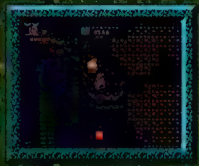
See any footprints?



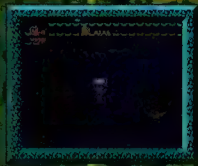
Jump, Slide and Bounce!



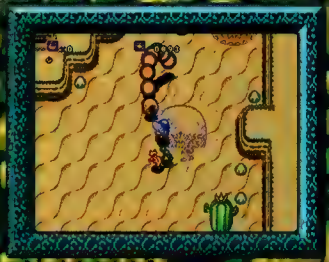
To exit Solayu[illegible] this [illegible]

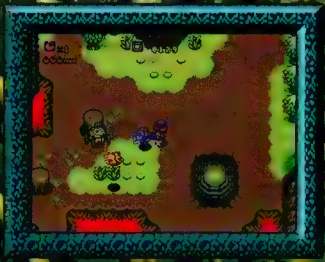


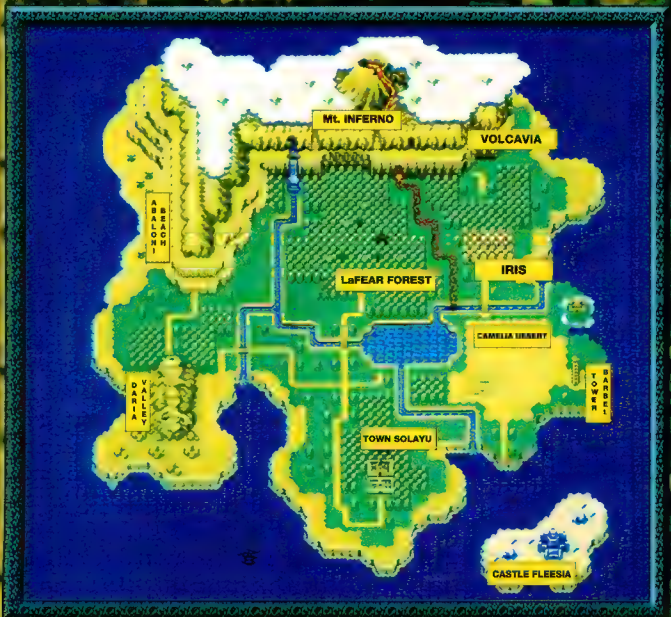
Let your Armadillo fly, and the water will flow.

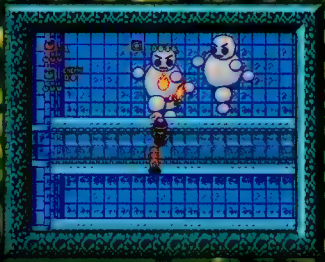


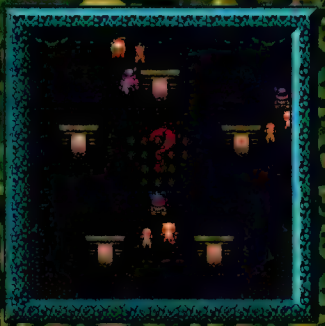
The correct sword will reveal the hidden steps.

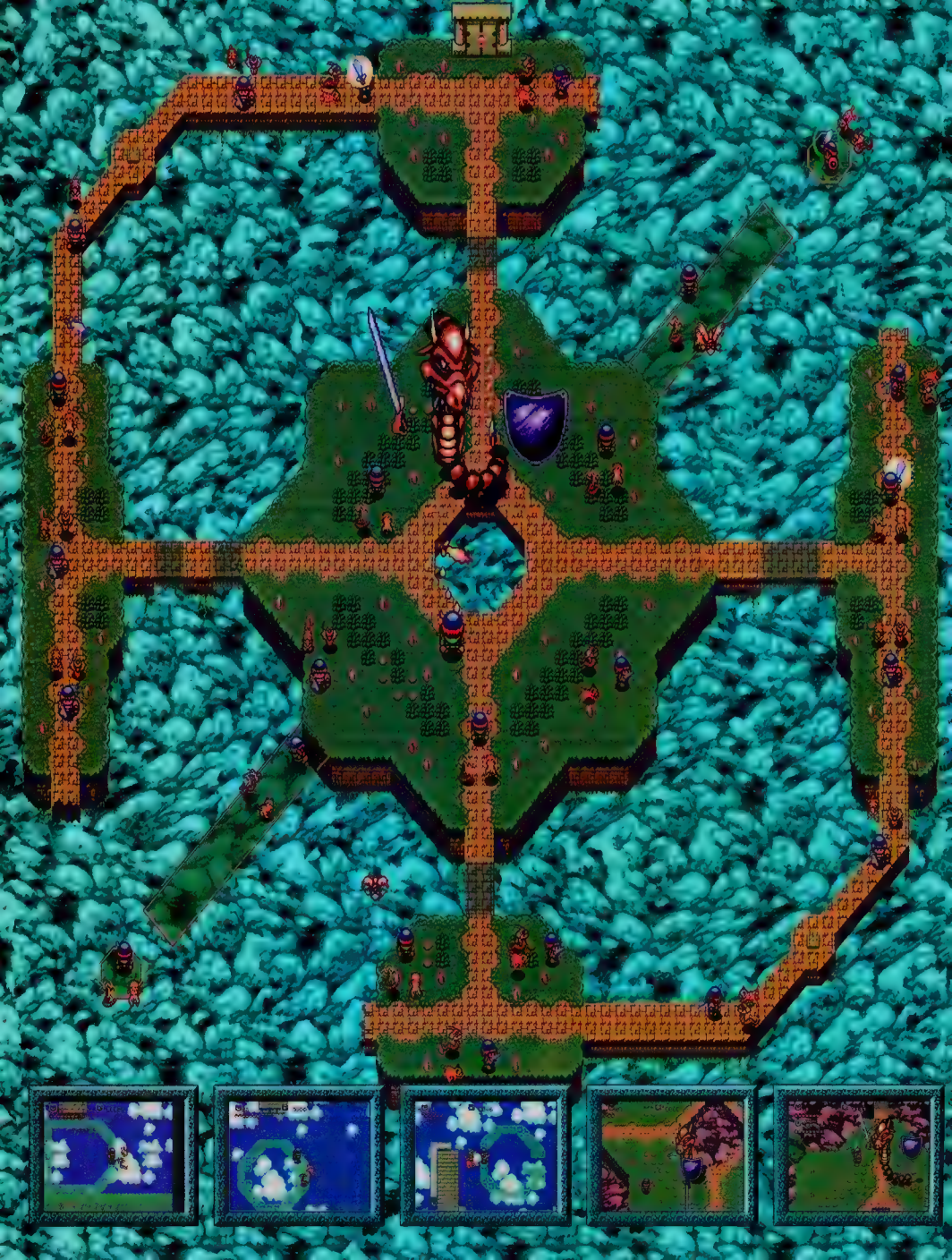






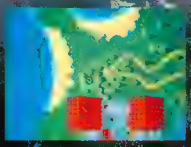


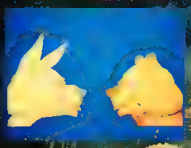




BRUTAL

Paws of Fury





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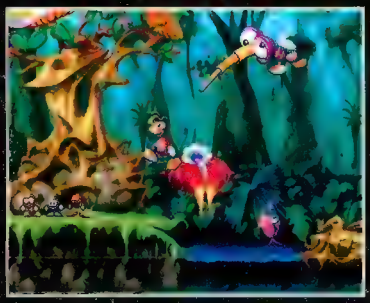
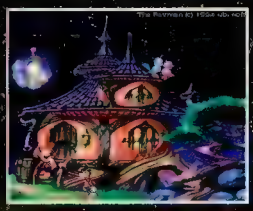
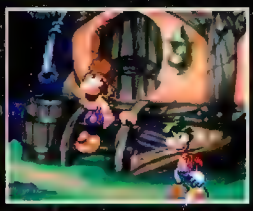
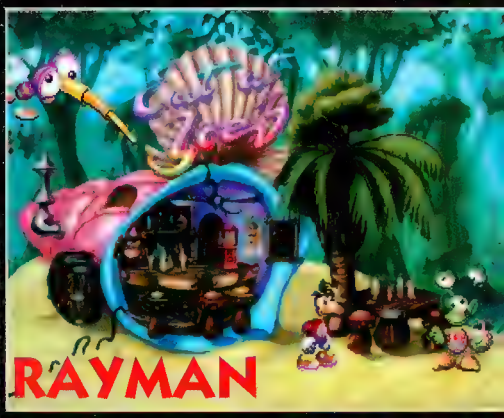
INSIDE ATARI: SOMEONE LET THE CAT OUT!



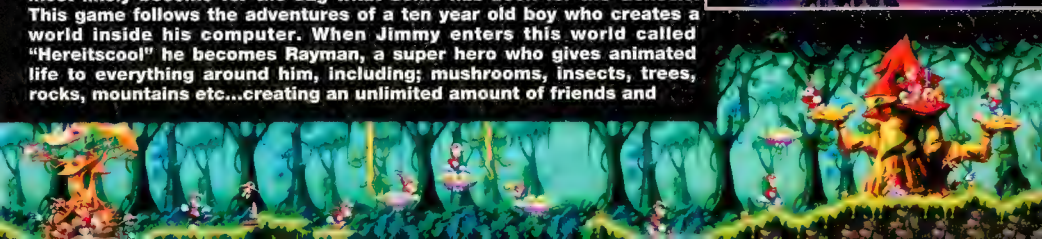




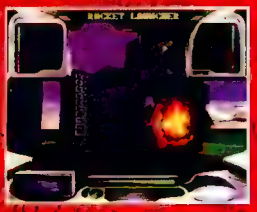


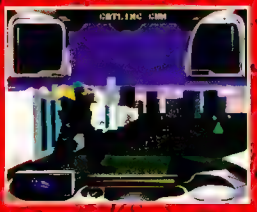
Due to the overwhelming amount of mail we have been receiving, regarding Atari and their new Jaguar, we decided to take another trip to Atari to shed some light on the situation. The games featured on these pages are all in development and being worked on everyday. Atari is fine. It's taking a little longer than everyone expected to get these bad boys out, but they ARE coming. Here's a look at what lies ahead in the near future. All of these games are 3rd quarter titles (July-September). Iron Soldier is a first person, in the cockpit shooter that has you piloting a huge mech warrior in an assortment of hostile city landscapes. You have the ability to look up, down, left and right as you blow up everything in sight. Texture mapped helicopters, skyscrapers and other cyber warriors lie in your path. This game is probably the best we have seen so far on the system. Everything on screen moves ultra-smooth, giving the player an almost virtual feeling. When you hit a target, the ensuing explosions are awesome. Huge clusters of polygons combust with perfect smoke and fire, it's incredible. One of your weapons is a cruise missile. When you release it, the camera follows it (as you guide it) all the way to the target. Play mechanics such as these are featured throughout this amazing game.

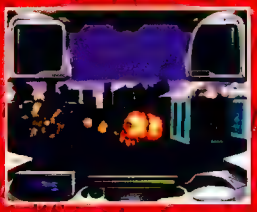
In the Action/Platform category, Ubi Soft has it covered. Rayman will most likely become for the Jag what Sonic has been for the Genesis. This game follows the adventures of a ten year old boy who creates a world inside his computer. When Jimmy enters this world called "Hereitscool" he becomes Rayman, a super hero who gives animated life to everything around him, including; mushrooms, insects, trees, rocks, mountains etc...creating an unlimited amount of friends and



IRON SOLDIER



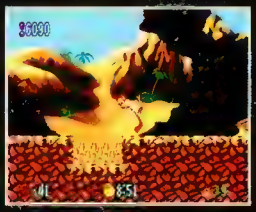


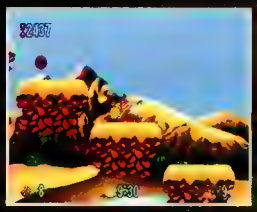


kingdoms around him. An evil power enters Hereitscool and now Rayman must save his friends before the world is lost. This ten + level adventure (each level is 40 screens long and 4 high) features vertical and horizontal elements, moves at 25 frames per second and has graphics (offering more than 16 million colors) that rival anything we have ever seen. It is absolutely brilliant looking. The control is perfect and the artwork is phenomenal. This is the stuff! GameFan will be following this game closely, right up to its November release.

Another great platform game for the Jag is Bubsy, which looks better on the Jag than you could ever imagine. This entirely new adventure features huge levels, great music and voice, and millions of colors. The SNES and Genesis versions pale in comparison.

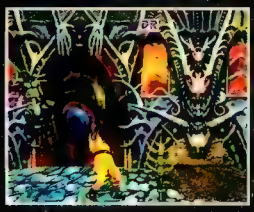
In the fighting category, the Jag has two games in progress that both look extremely promising. You want MK? Well, Ultra Vortex looks better. This game may take your minds off of MK forever. The backgrounds are beyond incredible, to the point of being photo-real, and the characters have mass appeal. The voice in this game makes the MK guy sound like

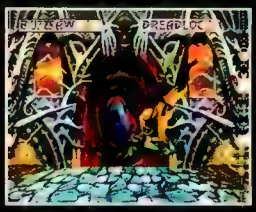




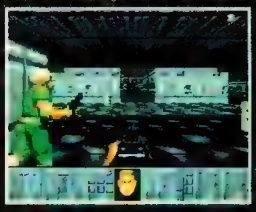
Pee Wee Herman. Kasumi Ninja is also bound to give MK a run for its money. Again, the backgrounds are stunning and the characters they have planned should make for one fierce brawl. The slow progress of this game worries me, but I have new hope after seeing the latest milestone.

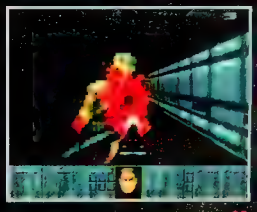
In the 3D category, Doom is looking awesome and the project is moving swiftly. The whole game is now in and moving at 25 frames per second. When this game is finished it will be perfect! What a goo-fest! This game will sell systems big time!

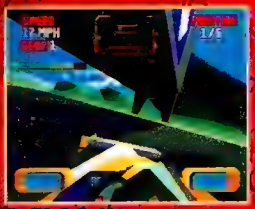




The Jag CD is now finished and Blue Lightning is looking exactly like the Lynx game, except with texture mapping and more speed. If you liked the Lynx game then you will love the Jag version. Blue Lightning (along with the Jag CD) will be available by Christmas.







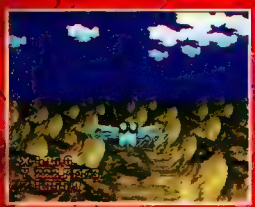
CHECKERED FLAG II

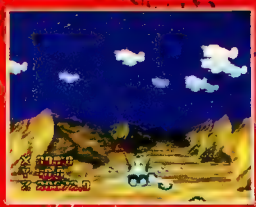
Atari's third party list is now up to 150+, the newest being 20th Century Fox, JVC, Electrobrain, and Time-Warner Interactive. The TWI deal will make the Jag's 64-bit technology engine available for TWI arcade games. These TWI arcade games will also be available for the Jaguar.

I know all this sounds great, but you are still probably asking the same question, "where are the games?! Where is AVP, Redline Racing, Club Drive or Kasumi? All these deals and third party signings are great, but I want a new game for my Jag that makes use of the hardware". We are asking the same thing. We all bought Jaguars here at GF and we want them too...real bad! We are supposed to be enjoying the next generation, right? Here's the latest. AVP has been upgraded to 24 meg (it just wouldn't fit in 16) and will be done in August. The added meg is the reason for the delay. It does make a great game better, so it is worth the wait. Redline should come out right after AVP, as Rebellion gets the time off AVP to complete their racer. Club Drive is really close and should be out by September, along with Kasumi Ninja. Then there are the third parties. There are Jag games in development all over Europe. Barring some unforeseen disaster the third and fourth quarters should be happy ones for us all. - *E. Storm*

INDIANA JAGS

ZZYORXX





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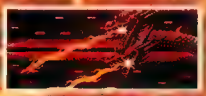

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MORTAL KOMBAT II

Special Preview:

The game that shook the nation, with splashing blood and digitized demons, has spawned a sequel. Next month we'll review MK2 for both the Genesis, and the SNES. As you can see, both games are looking extremely good. All that blood to the right, surrounding the SNES logo, should tell you something. The company that now wants you to "play it loud" has spun a big °360, so the SNES version spurts and sprays just like the Sega one. Since we haven't played either version yet (it's July), we cannot comment on the control. But, judging by these screen shots, the graphics are near arcade quality in both versions. We'll have a ton of codes for both versions next month, along with the gnarliest coverage imaginable. I'll see you then. -Snarf

PRESS START
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SCORPION
REPTILE
PRESS START
86
01 WINS
KINTARO
MILEENA
SUPER NINTENDO
ENTERTAINMENT SYSTEM
JAX WINS
FATALITY
PRESS START
72
02 WINS
MILEENA
SCORPION
FINISH HER!!
NOW YOU MUST RETURN
TO THE OUTWORLD
88
03 WINS
MILEENA
PRESS START
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02 WINS
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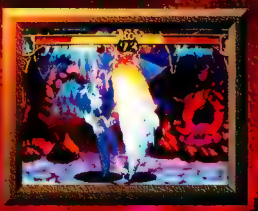
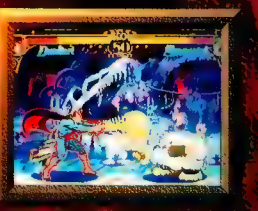
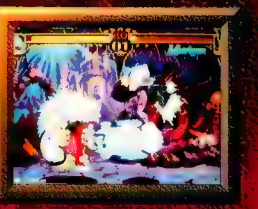
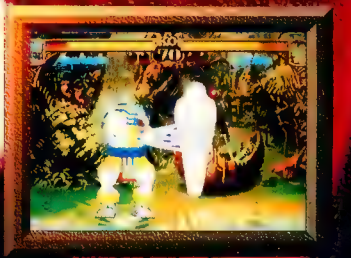
04 WINS
MILEENA

Are you ready to get addicted all over again?

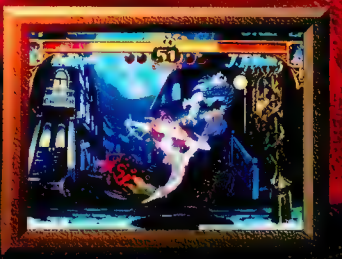


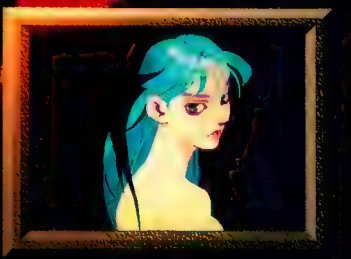




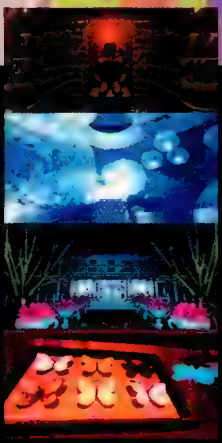


What's a company to do? You've created the biggest video game in history. Where do you go from there? How are you gonna top that? Take a look. It's Dark Stalkers. SF2 meets Disney quality animation and...monsters! If any fighting game will ever beat Street Fighter, this is it. Either way, Capcom wins. Imagine SF2 precision and control, with Capcom's new upgraded hardware, and animation you have to see to believe. Some of the moves in this game will have you popping your eyes back in to your head! Each character uses all of the Street Fighter 2 movements. The cast of characters include Gallon, Zabei, Morrigan, Vitor, Bishamon, Anakaris, Felicia, Aulbath, Sasquatch, and Demitri. Of course, we will have in-depth coverage, as well as a full blown move guide next month. Fighting fans...prepare yourselves. -Sno





Meet Our Soul Survivor.



Our guy looks like he made it through **MANSION OF HIDDEN SOULS** with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.

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Stunt Race FX

FX games are few and far between, but when you get one, you know that Nintendo, (with a little help from Miyamoto) have something special in store. At first glance FX Trax may not be quite what you expected, but once you take control and maneuver your car of choice through a few laps, everything becomes crystal clear. The combination of polygon graphics, uppity Nintendo music, and cars with personality, make for one addicting, fun and challenging game. SRFX has a certain "feel" that can only be found in Nintendo developed products. Like Star Fox, Mario World, F Zero, Pilot Wings and Super Metroid, SRFX has something that sucks you into the game. Nintendo themselves truly are masters of their 16 bit hardware.

Lets have a look at the menu shall we? We'll start off with Free Trax. Here is where you will hone your skills. Select any car and any track and practice-practice-practice, Stunt Trax lies ahead. Here it's you, your car, and a whole lot of obstacles! Hurl yourself over huge jumps, through water, over snow and through half pipes in one of four stadiums, collecting stars and crossing checkpoints.

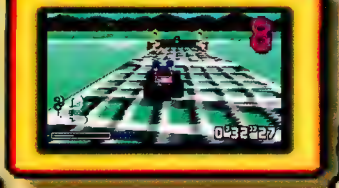
And now, you're ready for the main event, Speed Trax. Here you will do battle on four trax, each with three laps and three levels of difficulty. Prepare yourself for some of the best polygon graphics and gameplay ever to appear in a 16 bit racer. Learn how to utilize your turbo energy perfectly early on, because later, it will be your only hope to place in the top three. After battling through Novice and Expert, press up and give Masters a try, this is where the challenge really lies. The scaling and speed in Speed Trax are excellent as is the control. The music is on the happy side but is high quality.

The only dissapointing aspect of SRFX is the Battle Trax. This is the two player portion of the game. Here you and player two are the only cars on the track and you play in a tiny screen with semi chunky graphics. It's fun for awhile but you'll grow tired after you've covered only four trax.

Where SRFX really shines is just where it should, in the one player mode. This is a game that you will not tire of any time soon and will return to frequently. I'm looking forward to playing more SFX games in the future.

- E Storm

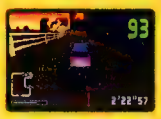
SPEED TRAX

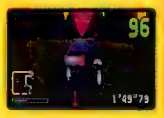


EASY RIDE

AQUA TUNNEL

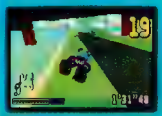
SUNSET VALLEY





NIGHT OWL

KING'S FOREST



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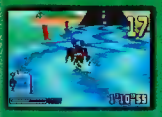
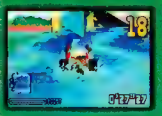
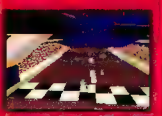


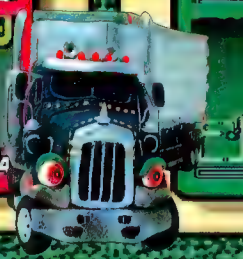


WHITE LAND

NIGHT CRUISE



EXPERT



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STUNT TRAX

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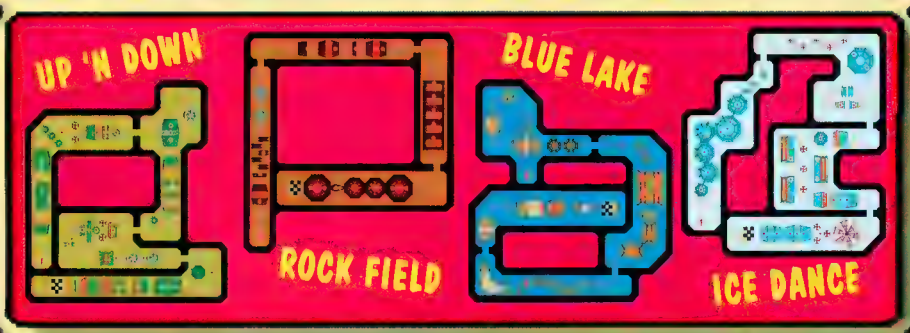
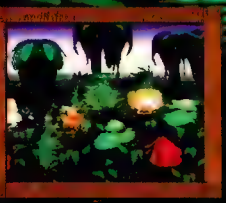
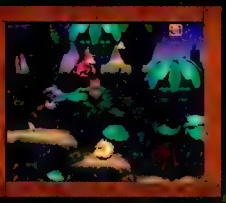
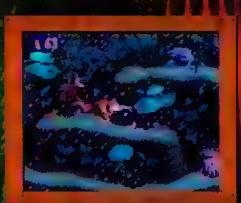
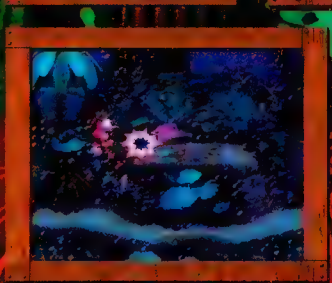

UP 'N DOWN
ROCK FIELD
BLUE LAKE
ICE DANCE

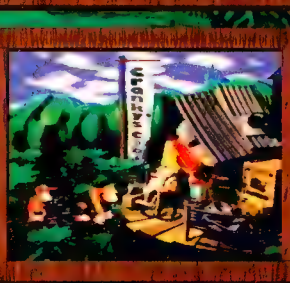
SNES · NINTENDO · 32MEG · ACTION · 1 PLAYER · AVAILABLE NOVEMBER



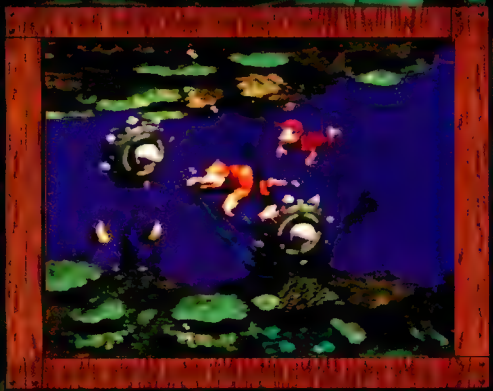








Nintendo of America Inc. and U.K. based developer Rare Ltd., have joined forces to deliver the most realistic graphics imaginable to 16-bit video games, through a revolutionary design technology; Nintendo's proprietary ACM (Advanced Computer Modeling). On November 21st, ACM will debut in Donkey Kong Country for the SNES and it



will set a new standard for 16-bit games.

All DKC's characters were completely computer rendered, giving them a near-lifelike look and movement. We saw this first hand at the recent CES. It's beyond amazing! The computer rendering also allows designers to simulate photo realism with shading, shadows and light sources, further enhancing the graphics, rivaling even a high-end SGI (Silicon Graphics) workstation.

In addition to the mind blowing graphics, the soundtrack is just as amazing. DKC's superior soundtrack is by far the best I have ever heard on a 16-bit game system. The sound had me wondering, "Is this a SNES game or is there a little CD hidden in my DKC cartridge?" Donkey Kong Country has over 125 levels (60+ action levels and 60+ bonus levels), including; jungles, mines, caves, snowy mountains and underwater passageways. Donkey Kong even has a new sidekick, a dedicated little monkey named Diddy Kong. Once both apes are together, they can give each other a high five and switch positions. If one gets hit, the other takes over. Together, Donkey and Diddy will soon join forces on a quest that could change the face of gaming as we know it.

With over 60 levels, this 32meg, one player Action/Adventure game will change the way you look at 16-bit games forever and defines the ultimate evolution for the SNES. Donkey Kong Country bridges the gap between 16-bit and 64-bit technology at home for only $69.95- a new standard has been established. *-The ENQUIRER.*

BRAIN LORD

Last month we previewed Brain Lord, Enix's 12-meg Action RPG. As we stated previously within these pages, the releases of Lufia, The Illusion of Gia, Breath of Fire and now Brain Lord, will (hopefully) pave the way for more and more RPG's on the SNES. One thing is sure—the SNES certainly hasn't received ALL the best RPG's from Japan (Take Dragon Quest 5 or Madara 2 for example).

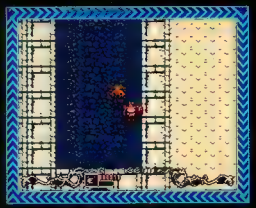
This game has certain attributes similar to games like Zelda and Soul Blazer. You travel across the land battling mystic creatures in search of the secret of the Dragon Warrior legend. In the main village, you get clues of what to do and where to go by talking to the townspeople—fairly basic stuff. In each dungeon, you encounter huge red statues where you can save your game. Along the way, you find things like: keys to unlock doors; better weapons and armor; herbs, potions and food to help revive your energy; power-ups for your fairies; improved magic, and more!

Brain Lord is a fairly linear game (you don't usually go anywhere or get anything before it's time to do so). However, there are some places and puzzles along the way that may stump even the most seasoned gamer. We've given you a Brain Lord strategy guide to point out a few of the rough spots in the first two levels of the game. Enjoy...And keep crossing those fingers so more games of this type make it over to our shores. — *K.LEE*

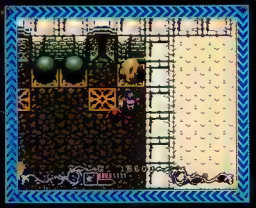
You begin your quest here, heading North towards the Tower of Light.

Along the way, stop by this house. In the attic, you will find a fairy inside a crimson jade.

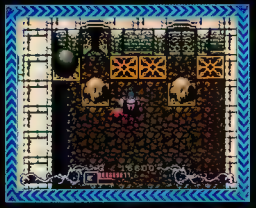
Next, head Northeast towards the tower entrance.



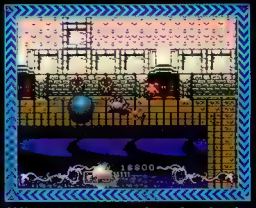
If you look closely, you can see small square pads in the floor, which contain spikes.



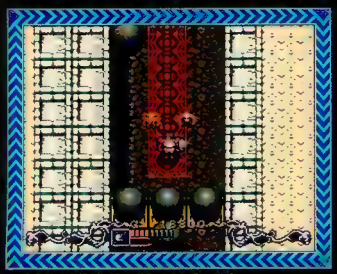
To get through this door, you will have to activate the 2 middle pads and the far right one.



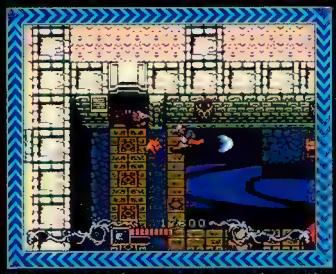
Push the steel ball to the pad on the upper left and put the boulders on the lower pads.



Whatever you do, don't do this...

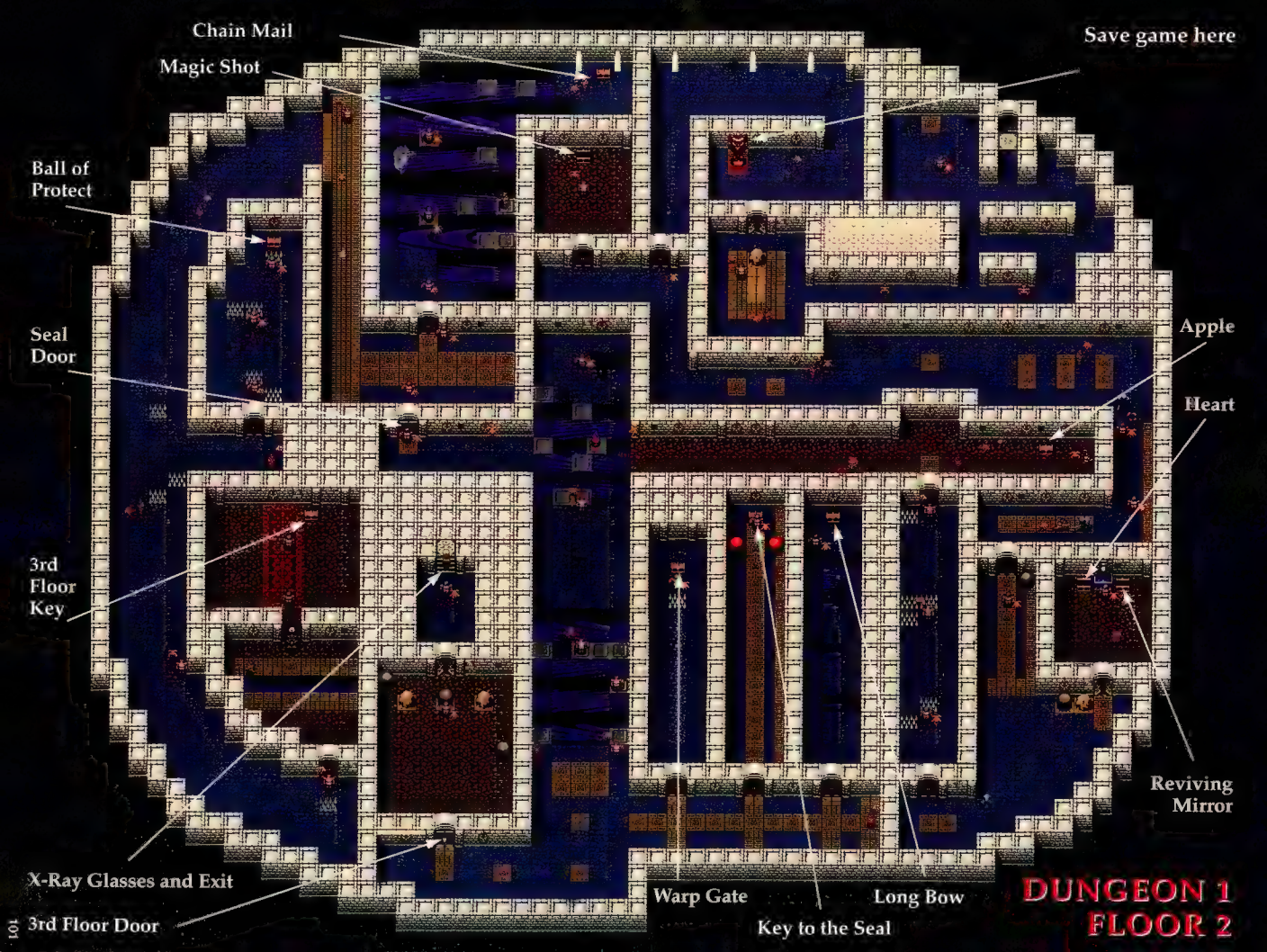


...and definitely do not do this.



If you stand here, you can shoot the chest. A platform will then magically appear.

Now if I could just find one more person.


Chain Mail
Magic Shot
Save game here
Ball of Protect
Seal Door
Apple
Heart
3rd Floor Key
Reviving Mirror
X-Ray Glasses and Exit
3rd Floor Door
Warp Gate
Long Bow
Key to the Seal
DUNGEON 1
FLOOR 2

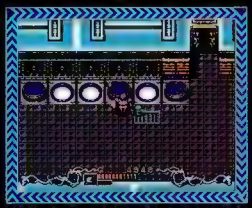
He'll do just nicely.

Entré vous.

The Sky Room Key is located in the Southeast corner of the top floor.

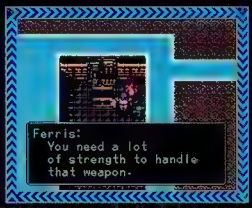
After killing the cockroach boss, take the Dragon Scale to Marlon the blacksmith. Buy an axe to get to the next level.

To get this key you must first kill the wizard using your magic missile.

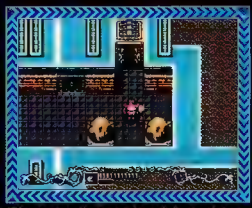


Hit the 2nd pad from the left then the 2nd pad from the right, then 3rd from the left.

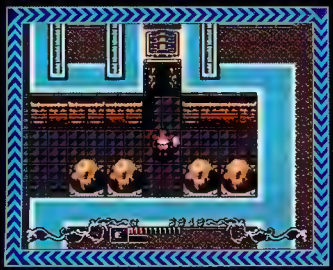
Hit the 3rd pad from the left, far right pad, then the 2nd pad from th right.



This weapon (called the morning star) does a lot of damage.

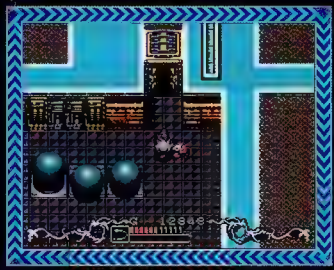


First, push two boulders down to these pads to get the bottomless key, then...

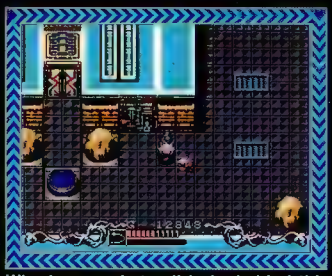


Push the remaining four boulders on to the remaining four pads....good luck.

Do you think it's my size?

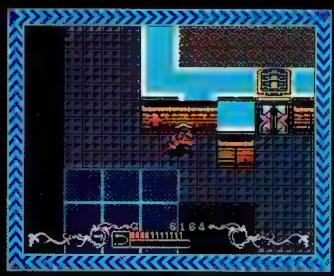


Timing is the key!



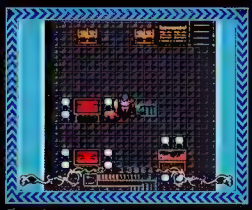
Who knows what evil lurks behind this door.

Uhh...I'll take the chest on the right, thank you.

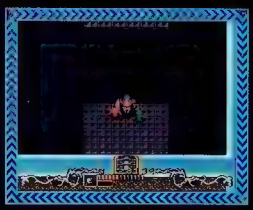


Heave Ho!

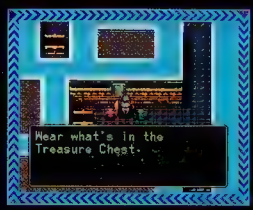
Heh heh heh...Trust me!



Don't you just love hidden rooms?



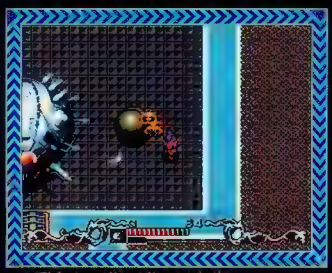
Use the X-ray glasses.



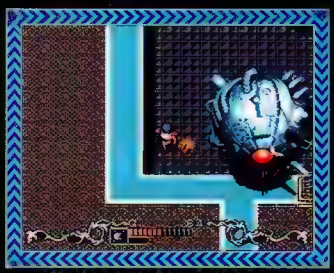
Heed these words!

Does this look familiar? Hint: use the same technique used on a similar puzzle found in the Tower of Light.

Joy!



This guy literally sucks!

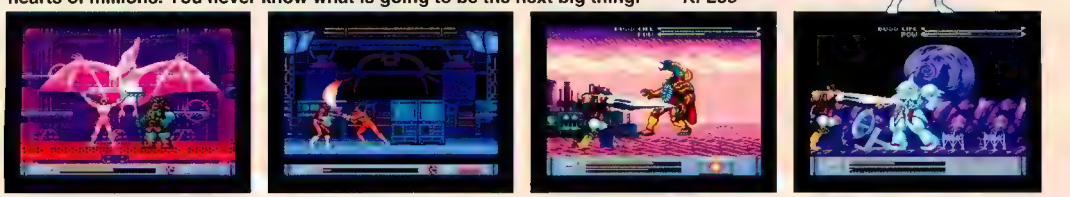


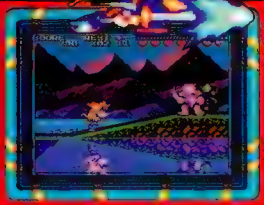
You're goin' down buddy!

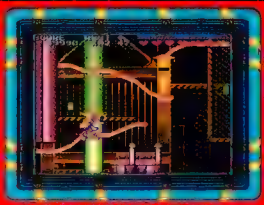
Go back to the town, talk to everybody, then head South where more adventures await you...

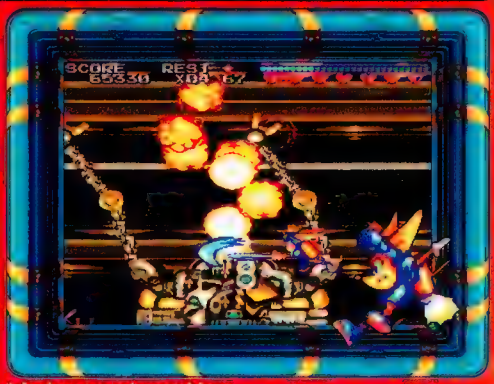
SNES · BANDAI · 16MEG · ACTION · 1 PLAYER · AVAILABLE SEPTEMBER

Power Rangers for the SNES marks Bandai's best effort yet at a side scrolling punch and kick fighting game. This comes at a perfect time because the Power Rangers license is one of the hottest ones going, and Bandai needs to have a solid game to back up this mega-hit TV series. Each character has several different moves and abilities. You can throw an enemy in the air by hitting the Y button and the D pad, do a mid-air back spin by hitting the B button rapidly, etc... When you play the one on one fighting levels as the robot, you use the Y button for basic attacks, B to jump, tap forward twice or back twice to do a dashing attack, press up and the Y button to do a special slash, and hold back on the pad to block- ala' SF2. There are five action levels plus two fighting levels, with passwords for each. My overall feeling on Power Rangers is that it's a solid (but not outstanding) game. The graphics are drawn well, the characters are large and detailed, and the music is respectable. Kids who identify with the PR characters will probably love the game, while hard-core game enthusiasts (like myself) may find themselves wanting a bit more. I am quite certain that Power Ranger fans would go absolutely berserk over any game baring the PR logo. It's good to know the game has some actual substance to back up the license. Bandai has done a commendable job, bringing the Fox TV show to life on your SNES. It's a little taste of Japanese TV that has won the hearts of millions. You never know what is going to be the next big thing. - *K. Lee*





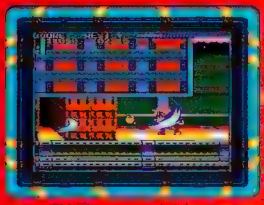


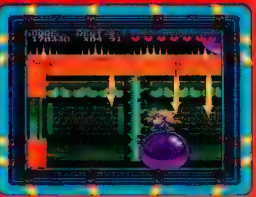


Sparkster SNES takes off where Rocket Knight Adventures left off. Here, we find our hero a little older, a little wiser and with a lot more attitude. Here's the opportunity many SNES fans have been waiting for; experiencing the fun and adventure of Sparkster, a game previously reserved for Sega players only.

This tough, new Sparkster has the same basic play mechanics as he did in the first game (he can hurl his sword, spin attack and fly), but the game itself has become more complex and diverse.

The graphics in Sparkster are beautiful. The first level resembles the Green Hill Zone in Sonic and features cool morphing wolves and crystal clear reflecting water. Level 2 takes you inside a factory filled with cranes, fire pits and conveyor belts. In Level 3, Sparkster rides a super fast, mechanical ostrich, this is were your adrenaline really gets going!

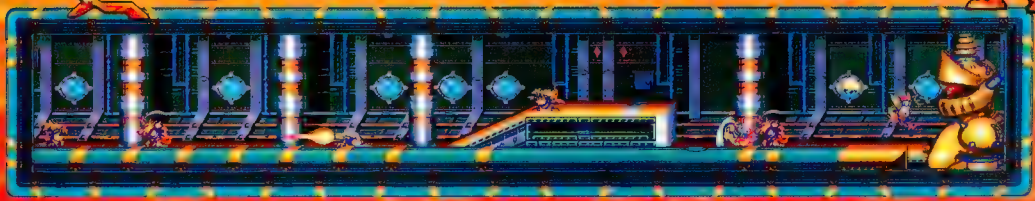




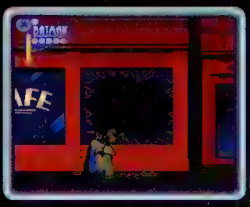
Level 4 takes place in the desert. It features pyramids filled with labyrinths, and hidden traps are scattered everywhere. These four levels featured in our preview game left me wanting more. The Action/Platform category for the SNES is about to get another shot in the arm. We'll have more coverage on Sparkster next month.

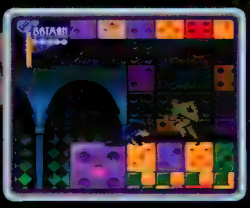
- Takahara

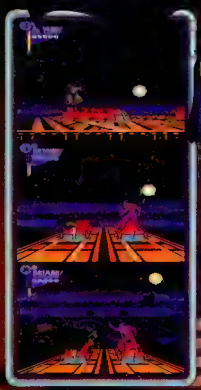
SPARKSTER



BATMAN
The Animated Series

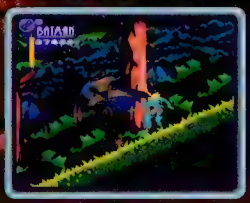


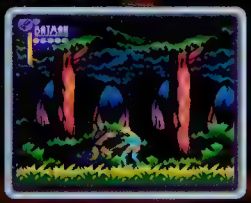


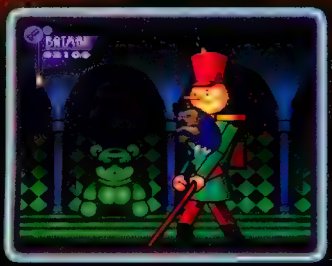


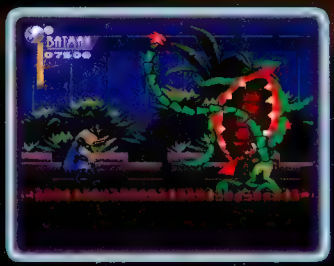
The Dark Knight will soon swoop down from the heights of Gotham City once again, except this time he'll be sporting a Konami logo.

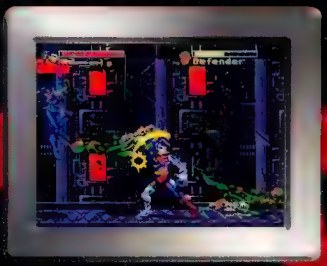
Batman The Animated Series is a 16 meg, mega-animated Action/Adventure game that has the potential of being the best Batman title to date. The graphics and music are excellent, but it's the animation that impresses the most. Not only do all of the characters move as fluidly as Aladdin on the Genesis, but they are all drawn to perfection and mimic the look of the cartoon perfectly. All the backdrops are well drawn and highly detailed, but, more importantly, they retain that dark, gothic look that is synonymous with Gotham City. The control is perfect, the game speed and overall feel is very realistic, and all the different items Batman can use bring welcome diversity to the game. This game also has extensive and very impressive Mode 7 levels. The music is fantastic, ported right from the series, and rivals the best on the system. In this 8 level, diverse, vertically and horizontally scrolling adventure, you must overcome all of the classic Batman villains, including; The Joker, Poison Ivy, The Penguin, Catwoman, Two-Face, Scarecrow and The Riddler. I usually save my opinions until we review games, but, even in its early state, I am very impressed with BTAS. It is so refreshing to see companies such as Konami do big licenses complete justice. With titles such as Tiny Toons, TMNT, and the potentially great Batman The Animated Series, Konami may be on a non-stop roll. - *Takahara*





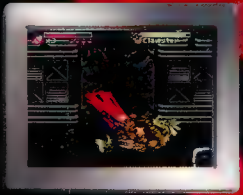


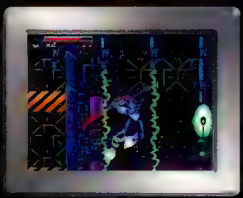


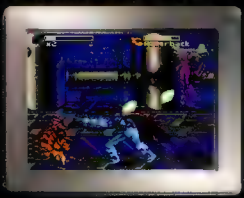


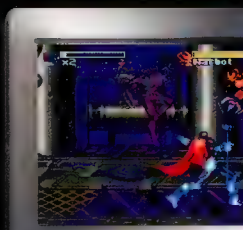
THE DEATH AND RETURN OF SUPERMAN

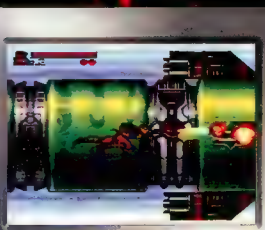
Over the years, Superman has been one of the most instantly recognizable comic book super heroes. So it's certain that many a video game enthusiast has been eagerly awaiting the arrival of Kal-el on the SNES. Thanks to Sunsoft, the Man of Steel will finally make his appearance on the 16-bit Nintendo. The question some fans of Superman may have is, how do you properly present a comic book icon in a video game, and make it all work? If you're Sunsoft, the answer is actually quite simple. You: A) Make sure the game closely follows the storyline of the comic book; B) Include all the different Superman characters; and C) throw in a surprise ending that reveals the true identity of Superman. Simple. The Death and Return of Superman is a 1-player, side-scrolling fighter, similar to games such as Batman Returns by Konami or Final Fight by Capcom. You travel through 9 different levels battling various enemies and machines in the hopes of finding out who the real Superman is. The controls of the game are quite simple: you press the Y button to attack; B to jump; A to shoot; and X to perform a special attack. The play mechanics and the different Superman characters you get to play are great features. If you hit the jump button twice, you can fly. This can be very useful when you have to first get rid of those nasty (and highly annoying) enemies in the air, before coming down to the ground to take care of the other thugs. While all the Superman characters have the same basic attacks, such as shooting laser beams from the eyes or hands, jumping diagonal attacks, and throwing enemies against the wall, they have their distinct differences. When Superman grabs someone, he can punch them in the gut 4 times. The Cyborg can shoot them with his machine gun, the Eradicator can do a back breaker or the ever popular knee-to-the-groin attack, and Superboy can jump on a thug and smack him on the head (á la Sammy from Streets of Rage 2 & 3) or do a Fei Long flip throw, Steel will headbutt someone or throw them with his mallet and all 5 characters also have individual special attacks. The graphics are good, with big characters and well drawn (although somewhat basic) backgrounds. The music and sound FX parallel the graphics—which are good, but not outstanding. The Death and Return of Superman is one of those games that's not about cutting edge graphics or mind blowing special FX. This is a game about some good clean beat-'em-up-fun. That it's also faithful to the comic book storyline is just icing on the cake. - *K.LEE*

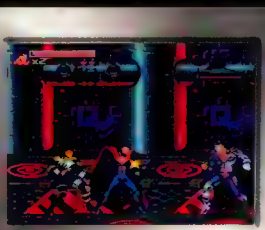


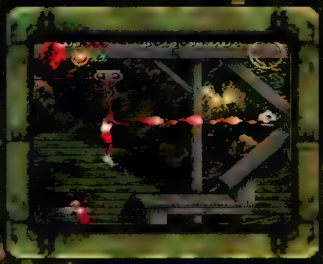


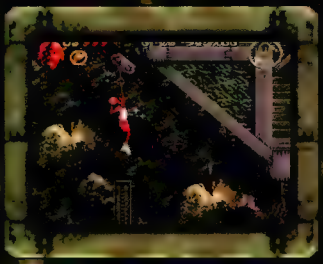




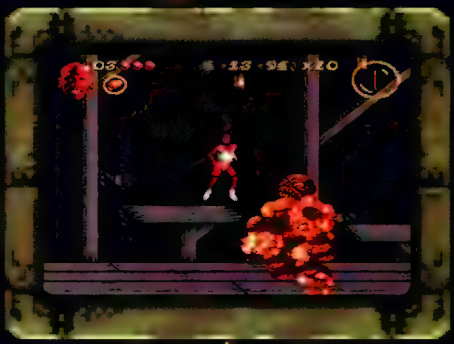


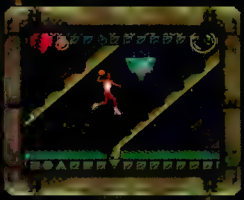






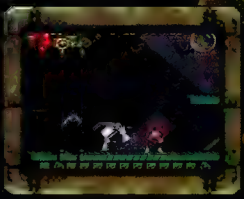
MICHAEL JORDAN in CHAOS IN THE WINDY CITY

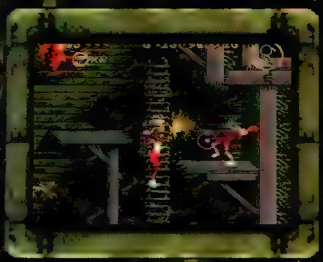


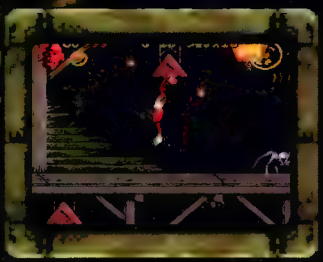


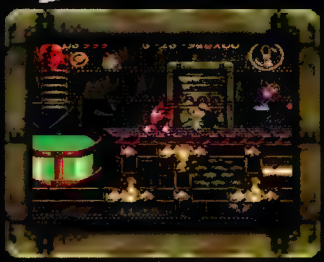
Michael Jordan has made his mark on American culture. Basketball, baseball, advertising; you can hardly turn on a TV or pick up a newspaper without seeing his baldness. Now, Electronic Arts is taking Michael and putting him into an Action/Platform adventure in the windy city of Chicago. "Michael Jordan in Chaos in the Windy City" looks to be one of the most original and unique titles to come to the SNES this year. As Michael, you arrive at the first practice for a celebrity all-star game, only to find that your 20 teammates and opponents have disappeared. Dr. Max Cranium has kidnapped them and you must set out to find your friends above and below the streets of Chicago.

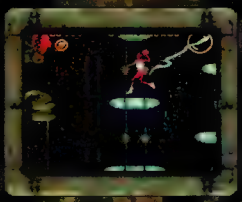
There are four different hot spots, each with up to five different locations plus travel stages,

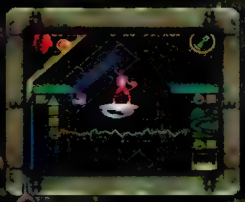


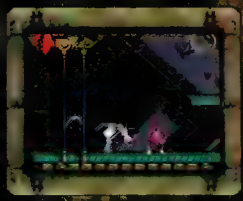


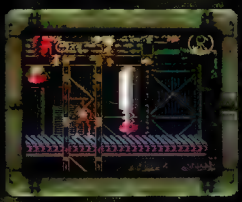


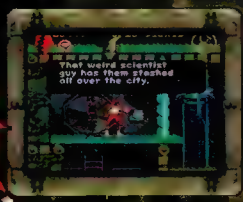


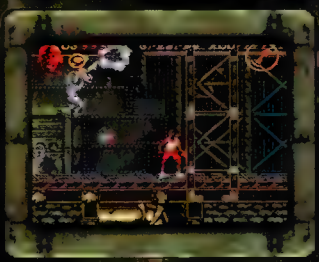


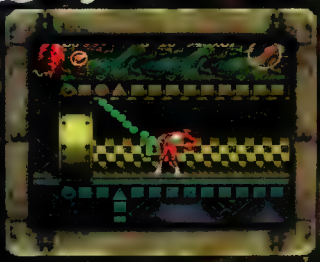










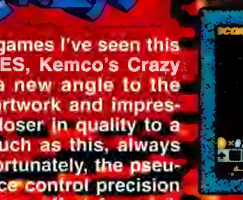


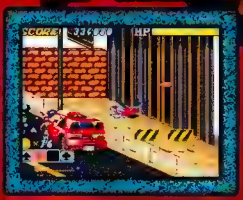
where the good doctor has hidden your teammates and you must make it through each of these areas; using your basketball skills and getting Gatorade and Wheaties power-ups along the way! As you move through the levels of the game, different basketball power-ups (throwing a basketball being your main mode of attack) become available, ranging from Ice Balls and Earthquake Balls to Fire Balls and Boomerang Balls. The game also features detailed animation in the Jordan characters, the enemy characters and the bosses. If you want to be like Mike, look for Chaos in the Windy City to be available around Thanksgiving and for a detailed review in an upcoming issue. - *Talko*

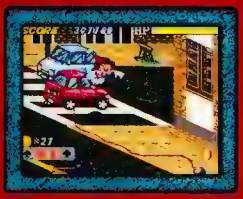
SNES • KEMCO • 8MEG • ISOMETRIC ACTION • 1 PLAYER • AVAILABLE SEPTEMBER

KID CLOWN IN CRAZY CHASE

One of the more unique action games I've seen this year is on its way to the SNES, Kemco's Crazy Chase. The Chase brings a new angle to the action game genre. The detailed artwork and impressive graphic shading in CC seem closer in quality to a Neo-Geo game. Isometric games such as this, always have uniqueness in their favor. Unfortunately, the pseudo-3D viewpoint is known to sacrifice control precision and/or depth perception. Crazy Chase suffers from neither one of these. The play control is excellent and you always know exactly where your character is in relation to objects on the screen. The depth perception is perfect. In Crazy Chase, Kid Clown has to run to the end of each area, he must beat the fuse before the bomb explodes and seals the level. Ultimately (surprise) he must save the princess. Along the way you must collect 4 specific items (a spade, heart, diamond and club) which are hidden in floating balloons. There are plenty of traps and obstacles to slow you down, (walls, manholes, puddles, boulders, etc.) but it seems like the Kid always has a fighting chance of beating the clock. At first, CC seems like it may be geared toward a younger crowd, but this game has enough challenge for even the most seasoned gamer. CC has great animation, cool bonus levels and upbeat music. With only five 5 levels, the chase is a little short, however, if you're looking for a game that provides a unique theme, and comical flavor, look no further than Crazy Chase! - K. Lee





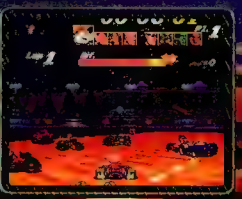


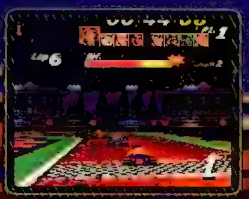
SNES · UBI SOFT · 8MEG · RACING/COMBAT · 1-4 PLAYER · AVAILABLE NOVEMBER

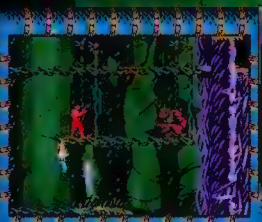
STREET RACER

Ubi Soft is on one heck of a roll. First they show up at the CES with the Action/Platform answer for the Jag (Rayman) and now, here they are with one of the best drivers ever made for the SNES! Street Racer features Power Drift style cars and characters, with Road Rash play mechanics, and the best Mode 7 I've ever seen on the system. These are all amazing qualities. But, what impresses me even more is the art work in the game. The characters are drawn extremely well. In fact, I will go as far as saying that they are the best I have ever seen in this type of game. Street Racer is set up similar to Mario Kart. In Championship mode, you'll race in four cups; Bronze, Silver, Gold and Custom. You can also enter a rumble; where you'll take place in a demolition derby or, a Soccer mode; where you'll take part in an all out motorized goal attack! Street racer even has a playback mode, so you can watch your successes and failures at the end of each race. Racing fans, and those who like unique games with long term play value, will no doubt want keep an eye open for Street Racer. I'll review the game ASAP.

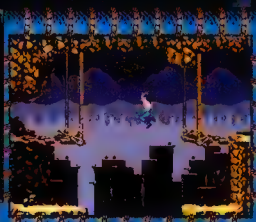
-Snarf





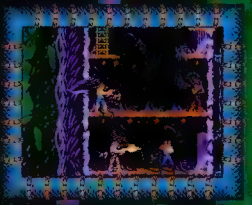


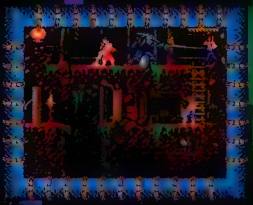
BLACKTHORNE

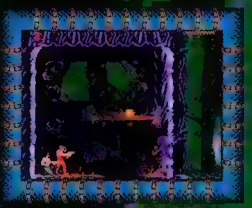


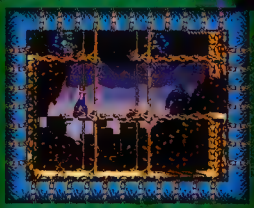
Have you ever played a game that made you an instant fan of its genre overnight? Games that, once given a chance, opened an entire new worlds of entertainment and fun? I can't tell you how many gamers I've seen who previously disliked all RPG's, turn into rabid role-playing fans after they played Firial Fantasy II. I know, because I was one of those closed-minded gamers who finally saw the light. For you, the game may have been Zelda, SF2, Tetris, Starfox or Castlevania. For me, the game is Blackthorne by Interplay, a game akin to such games as Flashback, Prince of Persia and Out of This World. While I did have some admiration for those types of games, I never felt a burning need to play them. Blackthorne has changed that for me.

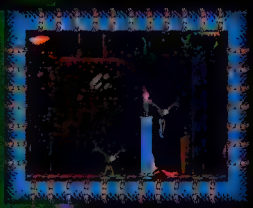
The first thing that drew me into this game was the visuals. As one could expect from this type of game, the animation is fantastic, but I was first

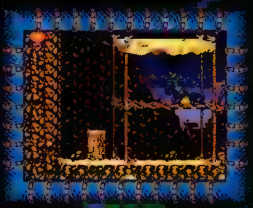


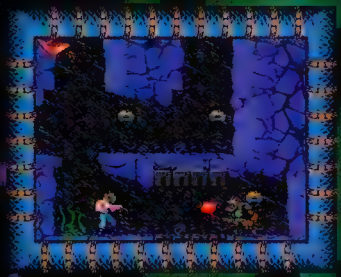


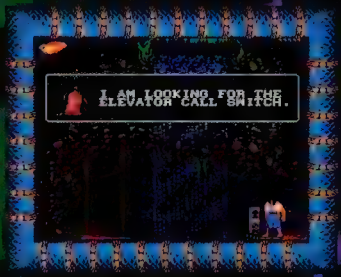


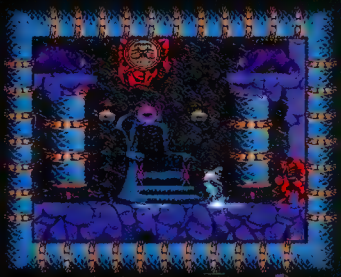






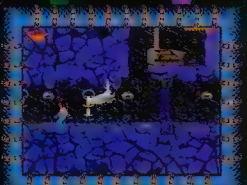


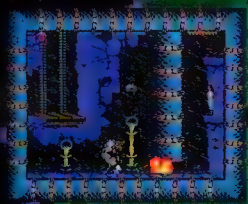


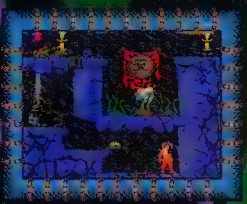


intrigued by the knockout graphics and attention to detail. The backdrops are very well drawn with complex shading and lighting effects on the characters and their settings. I especially liked: the way the torches on walls were animated; the look of the waterfalls; how the weapons recoil when they were fired (complete with flying shells, barrels blazing and flying cabins); and the weather effects(wind, rain, etc.). It's these little things that first attracted me to Blackthorne. However, once I became more and more immersed in BT, I began to notice the depth of the game.

Blackthorne has many different play techniques (jumping, throwing, rolling, etc.), but its attributes run much deeper than that. There are certain things you must do, or get, in a specific order to progress in the game. Blackthorne requires you to stop and think things through before you do anything—a rarity for action games these days. The sound FX and music are also outstanding. When you cock or fire your weapon it actually sounds real. I also loved the sound FX of your character running, falling to the ground, or grunting to lift himself to a platform overhead (Excellent!) . The music is also very impressive, but it was a bit overshadowed by the sound FX. The best feature of this game is its darkness. Now I don't mean darkness in a visual sense, but in an emotional one. Call it a mood, if you will. It is more than a little bit on the evil side, like Capcom's arcade Punisher is. For a SNES product, this is VERY refreshing. Hopefully it's a sign of even better things to come for the SNES from Interplay. *-K.LEE*







SNES · ELECTROBRAIN · 4MEG · 3D SHOOTER · 1 PLAYER · AVAILABLE SEPTEMBER

The FX chip-perhaps the most under used upgrade of the decade. It's been around for years. Yet, only three games have been produced, this being the third. FX games are among the best the system has to offer, so you would think more would surface. Time will tell.

Thankfully, one third party; Electro Brain, had both the foresight and the patience to become the first publisher to gamble on the higher priced chip. The result is before you; Vortex. As expected, this is a cool game. The graphics are reminiscent of Star Fox but that is where the similarities end. In this game, your polygon warrior can assume three different shapes. Each has its own purpose, and you will need to master each one to negotiate your way through each polygon filled stage, both in the air and on the surface. Several weapons are at your disposal, but you must use them wisely. Fierce bosses (big gnarly polybeasts) await at the end of each mission. The music in Vortex is just plain awesome. It's mostly techno and really helps you get into the game.

I think that you'll find a nice high score in next month's Viewpoint on this one. I'll be back next month with a full blown review on Vortex. - *E Storm*

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So you think you gotta look good to make it in Hollywood? Wrong-ola! Get yourself looking ghastly and you'll be packing your bags for a wild trip to Hollywood . . . you know , . . movie stars, Tinsel Town, nice tan, love-ya-babe!

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All you gotta do to enter is make yourself up to look like Lurch and take a picture of yourself. Staple the picture to a 3"x5" piece of paper with your name and address on it and send it to:

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Ocean of America, Inc.
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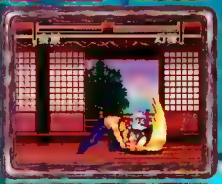
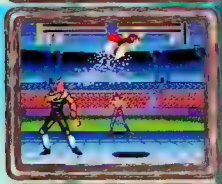
SF · NAMCO · 16MEG · FIGHTING · 2 PLAYER · AVAILABLE NOW JPN.

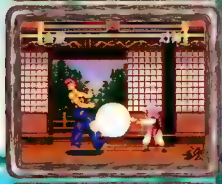
YUYU HAKUSHO 2



As you may already know, '94 will be the best year in gaming history. From the release of quality 16-bit software like Donkey Kong Country and Earth Worm Jim to the imminent release of the next generation 32-bit hardware like the Play Station, Saturn and 32X, this year will be the stuff dreams are made of. While there are many fighting games coming out this year on almost every format, there is one game I have been keeping my eyes on for the past few months. That game is Namco's Yuyu Hakusho 2 for the Super Famicom. Yuyu Hakusho is based on one of Japan's biggest comic book and animated show series. This game may never make it to our shores, so I would like to introduce to you one on the most unique and cool fighting games around.

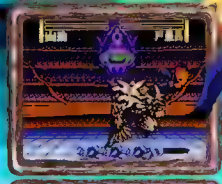


Yuyu Hakusho 2 is your basic SF 2-style fighting game with some cool additional features. Unlike SF2, Yuyu Hakusho 2 has a story mode. In this mode, you begin the game without any special moves. Your character learns moves as you progress in the game. There is also a training mode. Here, you can practice all your moves and combos against a neutral, non-CPU controlled opponent. There is no timer or energy bar in training mode. The Martial Arts mode is similar to SF2, where you fight against all the characters without the story. In Battle Mode, 1-2 character(s) can play with all the moves intact. These different play modes give Yuyu some welcome diversity, but it's the game itself that stands out the most. Yuyu features some of the best player control this side of SF2. The moves and special attacks flow in a way that is very reminiscent of SF2. Yuyu also contains an Art-of-Fighting-style finishing move called the "Ultra Attack". In timed correctly, the Ultra Attack can remove up to 25% of your opponent's energy. To perform this attack, you must [illegible] your Ki Power (the gage under your life bar).



[illegible] are a [illegible] part of any fighting game and Yuyu has [illegible]. You will find yourself pulling off 3- and 4-hit combos in no time. They're that easy to do. Considering this is Namco's first attempt at a fighting game for a home system, I have come away from the whole experience with more respect for their talented programmers. They have done an admirable job. Isn't it amazing what people can do when they just try? I had a memorable experience with Yuyu Hakusho and hope that a sequel is in the works.

Treasure is doing a 4-player Sega version...can you imagine?!



You say you want a 16-bit REVOLUTION!

IT TAKES A LOT to start a revolution and even more to make it successful. After all, you need guns, money and leaders who can rally the people. In Koei's newest strategy game **Liberty or Death**, we've supplied you with these basics plus a few really cool extras.

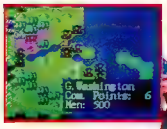
IT'S THE SUMMER OF 1775 and the colonists in America are fed up with British rule. As George Washington — Commander-in-Chief of the Colonial forces — here's your chance to relive the great battles of the American Revolution.

IT'S UP TO YOU to raise the funds needed to supply your troops, build forts and forge new weapons. On the tactical side, launch battlefield attacks or damaging guerrilla ambushes to inflict the most damage on your British counterpart, Thomas Gage and his army of Red Coats. You can also take control of the seas with your fleet or dispatch fire boats to wreak havoc on the British Navy.

The smell of revolution is in the air!

- Lead British or Revolutionary Divisions
- Choose George Washington or Thomas Gage as Commander-in-Chief
- Use your Fleets to gain control of the seas
- Experience historical events as they happen
- Call on your advisor for words of wisdom

Super Nintendo Screens shown



Position your troops carefully on the battlefield

Brief your forces on the next plan of action

Will it be George Washington or Thomas Gage?

Liberty or Death™

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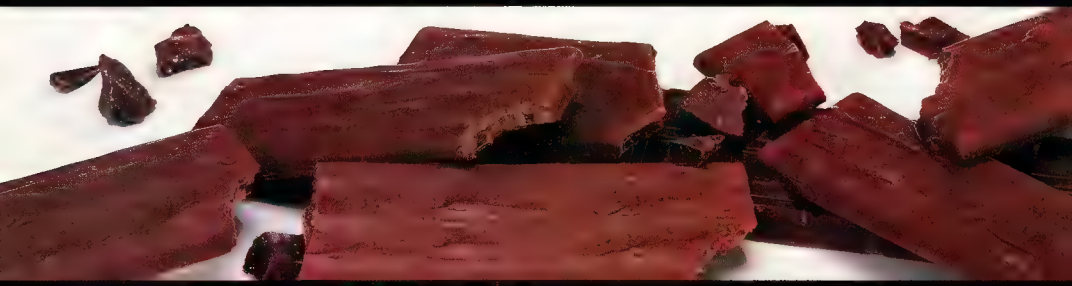
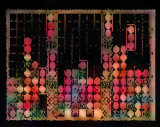
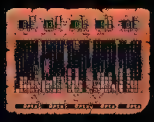


forming but only one

won't give you zits.





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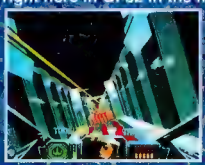
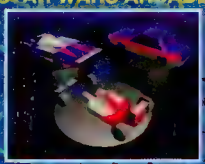
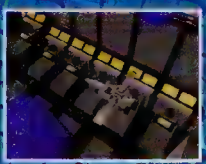
Clockwork Knight: Pepperouchau's Adventure, will be the first Action/Platform game for the Saturn when it is launched this November in Japan. This amazing game features a realistic wind- up toy soldier who attacks with a key. The action takes place in a realistic looking 3D environment and you can zoom in and out of the action during the game. The graphics in this game are unlike anything you have ever seen. Everything is texture mapped to perfection. It looks real. The animation on pepperouchau will make your jaw drop to the floor...literally, you will be amazed. Most of what you see here is from the opening computer graphics introduction which depicts the story. We'll have more as it develops. This, and all of the import Saturn releases will be reviewed right here in GF32 in the month's to come.

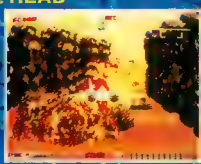
GENESIS 32X



STAR WARS ARCADE

METAL HEAD

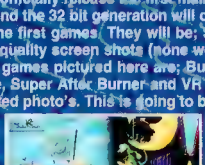
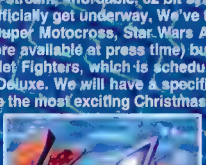


VR DELUXE

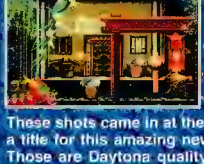
BULLET FIGHTERS

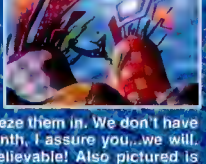
SUPER AFTERBURNER

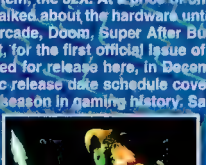
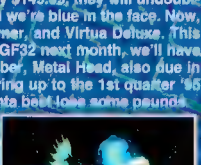
On November 15th, Sega will officially release the first main-stream, affordable, 32 bit system; the 32X. At a price of only $149.99, they will undoubtedly sell-out at record pace and the 32 bit generation will officially get underway. We've talked about the hardware until we're blue in the face. Now, it's time to start looking at the first games. They will be; Super Motocross, Star Wars Arcade, Doom, Super After Burner, and Virtua Deluxe. This month, we're a little light on quality screen shots (none were available at press time) but, for the first official issue of GF32 next month, we'll have much, much, more. The 32X games pictured here are; Bullet Fighters, which is scheduled for release here, in December, Metal Head, also due in December, Star Wars Arcade, Super After Burner and VR Deluxe. We will have a specific release date schedule covering up to the 1st quarter '95 next month, along with updated photo's. This is going to be the most exciting Christmas season in gaming history. Santa best lose some pounds.

These shots came in at the last minute, so I had to squeeze them in. We don't have a title for this amazing new 3DO driver but by next month, I assure you...we will. Those are Daytona quality graphics on the 3DO...unbelievable! Also pictured is 'Gex' (above), the game that E. Storm is drooling over. We'll have a feature on Crystal Dynamics awesome new Action/Platform game next month. 3DO...smokin!

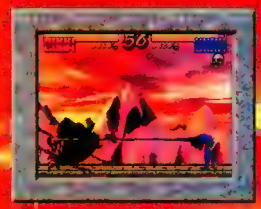




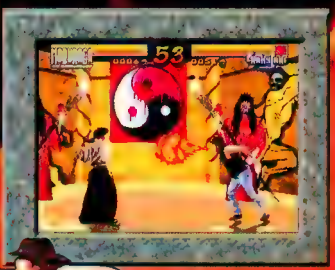



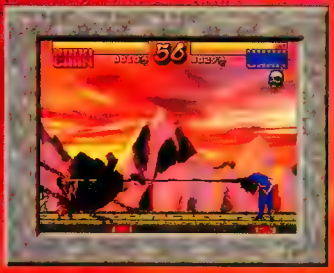
Here are 2 of the 12 characters from Nintendo's Ultra-64 fighting game; Killer Instinct. These are actual playable sprites, not static shots. Pretty incredible huh?

Way of the Warrior

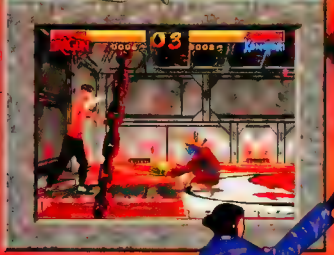


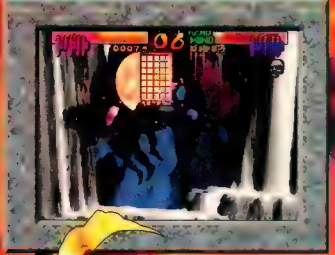
Way of the Warrior is Universal Interactive's (courtesy of developer Naughty Dog) first foray into the 3DO fighting world and, coincidentally, is also the first fighting game for the 3DO. WOW combines features found in some of the best arcade fighting games of the past few years and puts them together in a graphic tour-de-force. It has the in-and-out scaling of SNK's Art of Fighting, the digitized character graphics, death moves and blood and gore of Mortal Kombat, the play mechanics of both Mortal and Street Fighter 2, and backgrounds that, right now, only the 3DO can deliver. It is obvious that the designers and artists at Naughty Dog have done their homework and that they are heavy, heavy duty fighting game fanatics. Come August, 3DO owners will be standing in line and waiting breathlessly for this one-and who can blame them (us!)? You compete as one of nine challengers in a hand-to-hand battle to the death. Players can compete in tournament mode against the other computer competi-

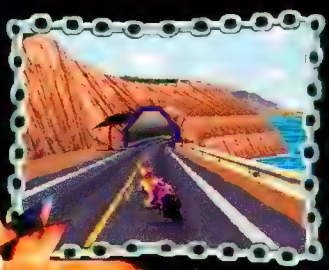




tors or go head to head in two player mode. The skill level is adjustable so that you can handicap yourself, the computer or a friend and make the game challenging and fun long after the newness of the initial purchase has worn off. Universal has shown good judgment in acquiring Way of the Warrior and we are sure that the game is a sign of many great games to come from Naughty Dog in the near future. We are very excited about the potential for this title and look forward to giving you all of the details on Way of the Warrior in our October issue. -Talko

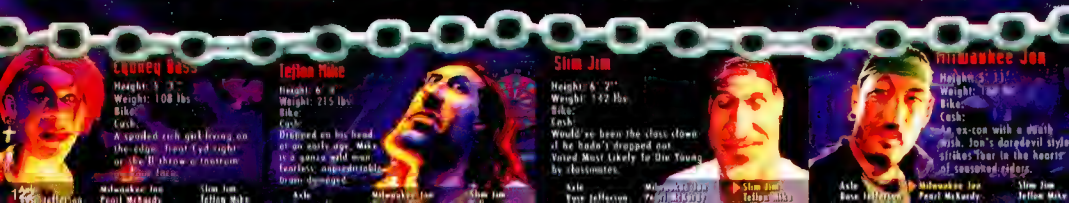






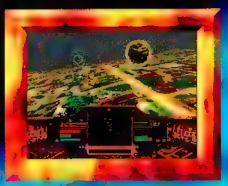
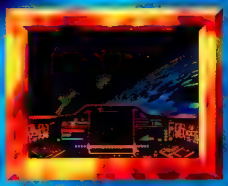
ROAD RASH

Every hardware platform has its flagship game. Sega has Sonic, Nintendo has Mario and Zelda and, now, the next generation has its first game of this magnitude; Road Rash on the 3DO. It's not that the gameplay is revolutionary; we've played this game, and its sequel, on the Genesis. It's not that the concept is new-Road Rash is now three years old. It is the combination of outstanding driving and fighting action, a still fresh and unique concept, and the best 3D visuals to appear on a home screen that make Road Rash 3DO the remarkable game that it is. And, on top of all of that, Electronic Arts, through their partnership with A&M Records, has been able to take the breathtaking graphics and add to the game an MTV quality video and audio presentation. Many new artists are featured in Road Rash's soundtrack, including Soundgarden, one of the hottest bands in America at the present time. The real beauty of Road Rash is the rush you get when firing down the highways of northern California at break neck speeds. The frame rate is incredible and the backgrounds and objects are breathtaking. You really feel like you are careening down Highway 1 or flying through the Potrero Hill area of San Francisco. Of course, what would a beautiful Sunday drive be without a small, friendly wager? Some of the nastiest bikers around are on hand in Road Rash; to beat you to the finish line and, hopefully (at least for them), beat your battered body into the pavement. This, of course, will earn them (or you) big bucks and give you access to bigger, badder machines-very necessary for success in the upper levels of the game. There are five courses in all and each is unique, with its own character, distinctive look and particular set of difficulties and pratfalls. From the Pacific Highway and the City, to the Sierras and Napa Valley, the driving (flying!) environments in Road Rash are without equal. You haven't lived until you've shot through the narrow city streets of San Francisco, only to bounce off of a taxi and crash, face first, into the side of a


Lqueey Bass
Height: 5' 3"
Weight: 108 lbs
Bike:
Cash:
A spoiled rich girl living on the edge. Beat her and right or she'll throw a tantrum
Tejon Mike
Height: 6' 4"
Weight: 215 lbs
Bike:
Cash:
Dropped on his head as an early age. Make it a genius wild man fearless, unpredictable. Brain damaged.
Slim Jim
Height: 6' 2"
Weight: 142 lbs
Bike:
Cash:
Would've been the class clown if he hadn't dropped out. Voted Most Likely To Die Young by classmates.
Milwaukee Joe
Height: 5' 11"
Weight:
Bike:
Cash:
An ex-con with a death wish. Joe's daredevil style strikes fear in the hearts of seasoned riders.
Axle
Dave Jefferson
Milwaukee Joe
Pearl McKendy
Slim Jim
Jeffon Mike

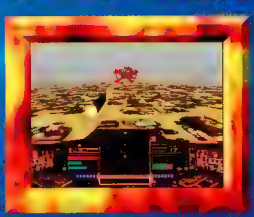
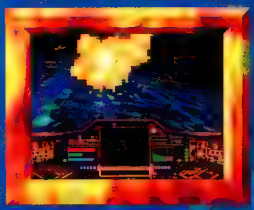
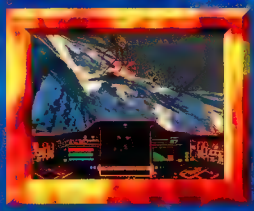
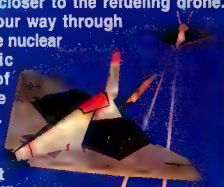
building..."pain, I feel pain". Or, let a cop catch up to you, just so you can give him a little "nudge" off of that fat hog of his, and then floor it, leaving him in the dust as you blow out of the city limits (kids, don't try this at home). Oh, and one more thing...the beginning and end of race video is some of the best (technically) and funniest I've ever seen. It will take you many plays before you've seen (and heard) all that Road Rash has to offer. I have been playing Road Rash 3DO steadily for the past two months and I can assure our 3DO owners and readers that Road Rash is, absolutely, a must buy and the BEST game on the 3DO. This is one game that will NEVER be permanently retired to the depths of your gaming closet. It will last as one of those titles that you pull out every so often (after beating it many times) and just enjoy for the experience that it will continue to give you. The promise of next generation gaming has been on the horizon for the past year and a half, and the 3DO is beginning to bring these experiences home. *-Talko*

3DO · EA · SIMULATION · 1 PLAYER · AVAILABLE NOW

SHOCK WAVE

Electronic Arts steps forward into the world of "interactive movie" gaming with Shock Wave, their first full, Hollywood style production for the 3DO. In many ways, Shock Wave is a next generation blast from the past. In spite of the interactive movie play environment and the real time, 3D environment, Shock Wave is a classic SCI-FI shooter. Is this a bad thing? Absolutely not! In fact, it is the precise shooting play mechanics of this title that make me think back to the good ol' days of video games. In that, I mean that all of the enemies are placed in the game with a great deal of thought and precision. The power-up ship is always tough to reach and you have to strategically use your ammunition so that you don't find yourself at the end of a conflict shooting blanks. The different conflicts are beautifully rendered, based on actual geographic data; with fantastic ocean, desert, jungle and city scenes over Egypt, the Congo and Los Angeles, among others. The game is very difficult and, like Total Eclipse, you can expect a barrage of enemy ships that will seek you out and dog your every step. Patience is the key to victory as overuse of your missiles early in a conflict will leave you with nothing as you nose closer to the refueling drone. And you just can't plow your way through any given area, there may be nuclear facilities, electromagnetic fences and other forms of nastiness that will surprise you if you attack them. Shock Wave is one of those games that you will play over and over again, not only because it is a great, difficult game, but because there is some memorization and strategy required with your shooting skills. 3DO owners will find Shock Wave to be an indispensable part of their expanding gaming library. - *Talko*

3DO

Come see a 3DO™ Demo.

WEST

July 23rd
Babbage's, Bellevue Shopping Center, Bellevue, WA

August 13th
Circuit City, Emeryville, CA

August 27th
G&G/Captron, Vallco Mall Cupertino, CA

September 3rd
Circuit City, Emeryville, CA

MIDWEST

July 30th
Electronics Boutique, Bloomington, MN

August 6th
Electronics Boutique
Woodfield Mall, Schaumburg, IL

August 13th
Electronics Boutique
Overland Park, KS

August 20th
Babbage's, Northbrook Court
Northbrook, IL

August 27th
GameStop, Mall of America
Bloomington, MN

EAST

July 30th
Software Etc. Willowbrook Mall, Wayne, NJ

August 6th
Software Etc.
Menlo Park Mall, Edison, NJ

August 20th
Software Etc.
Route 22, Springfield, NJ

August 27th
Talk of the Town
Franklin Turnpike, Allendale, NJ

SOUTH

July 15th
Babbage's, Aventura Mall, North Miami, FL

July 23rd
Electronics Boutique
Vista Ridge, Lewisville, TX

July 29th
Babbage's, Miami International, Miami, FL

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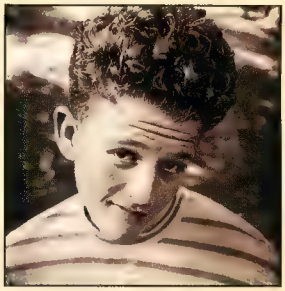
Apparently, 1 out of 10 people is a blithering idiot.



(The other 9 chose the 3DO™ system over other home gaming systems at the 3DO Challenge.)

We invited visitors at 3DO promotional displays to check out a side by side comparison with other home gaming systems. 9 out of 10 people who completed the Challenge chose the 3DO system. (The other 1 probably still likes disco music too.) They were asked about stuff like graphics, sound quality, and bitchin-ness of play. But hey, you're a 90's guy. You don't believe everything you read. Fine. Good. Come and see for yourself then. Take the 3DO Challenge. Unless of course you're too busy watching Disco Fever reruns.

3DO

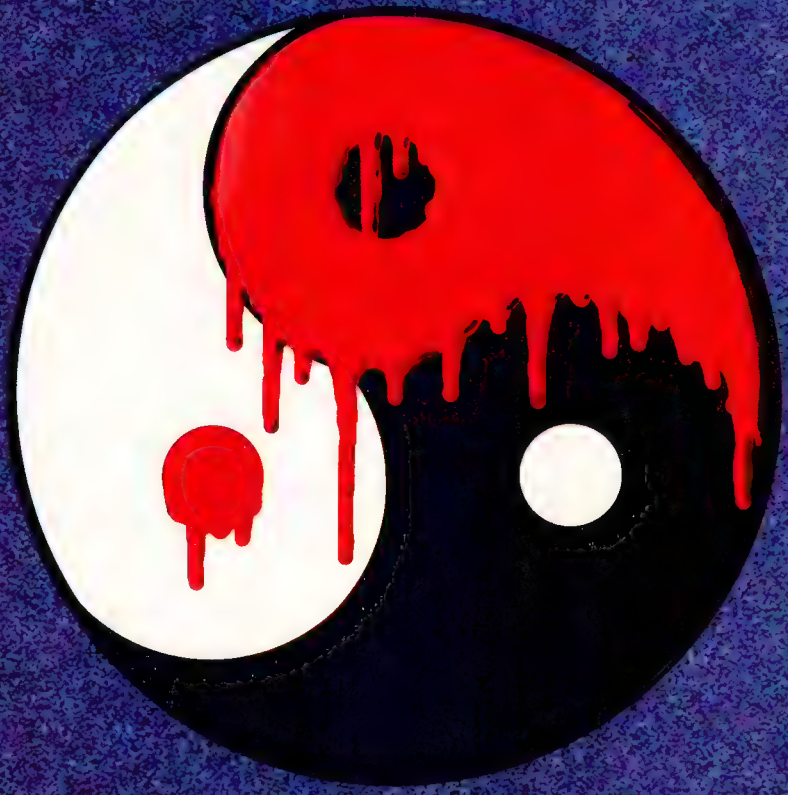
3DO. THE MOST ADVANCED HOME GAMING SYSTEM IN THE UNIVERSE.

Experience the 3DO system at Babbage's, Electronics Boutique, GB/Captron, Software Etc., Gamers Paradise, and The Good Guys. For the name of a 3DO dealer, call 1-800-REAL-3DO.

Seal Of The Pharaoh

After drudging through my fair share of motionless, frame by frame, dungeon adventures like Might & Magic, Wizardry and Skull Keep on the current 16 bit hardware platforms, Seal of the Pharaoh is like a breath of fresh air. Here, for the very first time, 32 bit meets 3D dungeon gaming, with spectacular results. Not that this is the do all, end all 3D game, it's not. It is, most likely, just the tip of the iceberg, now that we are entering the next plateau of gaming. Nevertheless, no 3DO owner should be without this first 3D dungeon RPG. Seal of the Pharaoh has you wandering through a mysterious Egyptian Pyramid. What lies ahead are groups of ancient monsters who protect these sacred walls from violators, such as yourself. You must obtain ancient stone tablets, weapons and other clues, in search of the key guardian who lies at the end of each tomb. Map carefully and be very aware of your surroundings, because you can only save after defeating each guardian. Die, even while fighting him, and you start at the beginning of that tomb. The player interface is simple and relies more on your ingenuity, then complex instructions. You quickly get the feeling that it is you against the inhabitants of these ancient corridors. I'll review SOTP in an upcoming issue.

- E Storm



FIND THE WAY...

For years now I've been playing games like this on the Mega and Sega CD and have consistently rated them low due to their lack of color and/or misfit sprites. When you're flying with the most basic of play mechanics (aim and shoot) the visuals better kick some ass. Games like this need color, that is a fact. Enter the 3DO, now you can give me all the CG shooters you want! Before I get started I must inform you that Burning Soldier has already been picked up by Panasonic/Matsushita and will be coming out here shortly. In fact, most of the good Japanese 3DO software is coming out here. Burning Soldier is a first class CG shooter. The cursor control is responsive and accurate and the rate at which everything moves is set on perfect. As you play a story unfolds with a cinematic linking of missions that adds a great sense of realism to the game. The missions in this game take on a whole new perspective as your viewpoint of the terrain constantly changes. It isn't just a fly in space and shoot adventure. Burning Soldier features ground, air and up close and personal attacks. A common problem with the CG shooter is that many times the sprites cannot match the gorgeous back drops, a problem that plagues the Pioneer (Tank) Laseractive and the CDi. This game does not suffer from that disease. In fact, the sprites blend perfectly, right down to the explosions, adding a sense of realism to the game and ultimately making it an impressive overall package. Besides the graphics, which are nothing short of stunning, the music and voice in Burning Soldier are also excellent. If there is a flaw to be found it would have to be in the length department. There are four missions, each with three parts, for a total of twelve levels. Once you have the game mastered the entire mission can be completed in under 30 minutes. What saves Burning Soldier is that it is done so well, you will most likely play again and again trying to improve your score. While Burning Soldier doesn't have the overall play value of Total Eclipse it is a welcome piece of software that should be experienced by each and every 3DO owner. -E.Storm

Burning Soldier

WAY of the WARRIOR

Over 500 megs of hard hitting, 32-bit, 30 frames-per-second action. (More arcade-like than anything on the street!)

3-D modeled, paradoxing arenas with dynamic camera zooming. (More than meets the eye!)

60 to 80 unique moves, specials, and terminations per character. (More than mere mortals can handle!)

Nine characters plus two 3-D rendered BOSS characters. (More if you know the Way...)

universal interactive studios

3DO

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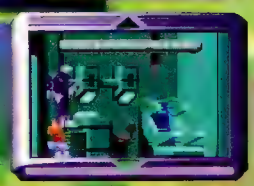
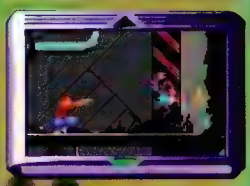
FM TOWNS

MARTY

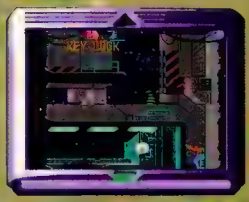
Marty is a powerful ally with the brains it takes to make "smart television" a reality. With Marty, you can experience a marvelous dimension in intelligent, interactive television performance.

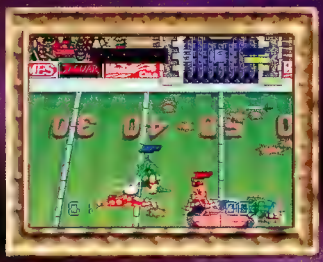


FLASHBACK



Flashback, Delphine's award winning and critically-acclaimed Action/Adventure, has found its way to the FM Towns Marty and much has been gained in the translation. This latest version of the game offers more color, CD quality music and a new "zoom" feature that brings you closer to the action at any time. At the same time, the Marty version of Flashback keeps all of the high quality animation and cinema style intermissions that the original Genesis and PC games are known for. Flashback fans and Marty owners will be thrilled with this version of the game. For the two or three video game players in this world that don't already know the Flashback story, you are Conrad Hart, a marksman that has stumbled upon an alien plot to take control over the planet Earth. After crash-landing on a lush, densely wooded planet, you must use your quick reflexes and puzzle solving skills to move through the levels of the game and to stop the alien plot. Flashback is highly addictive and one of the most original concepts in the history of video games. When you combine this ingenuity with great long term play value and extraordinary graphics, you have a must buy for Marty owners. - *Taiko*



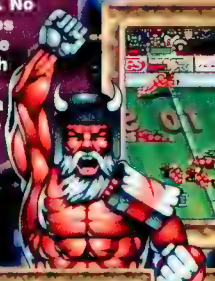


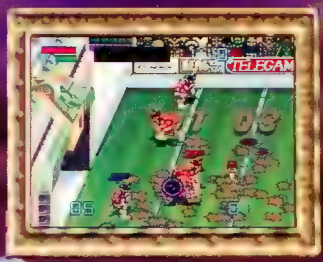
The first sports game for the Jag; Brutal Sports Football, may not set any technological standards, but if your in the mood for some good un-clean fun, this is the ticket. First, I would like to state how nice it is to play a game like this in thousands of colors. It does make a huge difference. Now on to the carnage at hand. The rules of this game are simple. If you've got the ball...run! People want to kill you. Get your passing down and make your way to the goal. You can score by throwing the ball in, or your whole body. If you don't have the ball...run! Pick up a weapon or just hurl yourself at the ball carrier. This is a Brutal sport! You can win by either outscoring or killing off the other team. When you roast someone, the blood flies, as do heads, arms, and other parts of the anatomy. Between each game you'll retire to your locker room. Here you can heal your weary warriors. There are three modes of play in the game; League, Unfreindly, and Knockout and a password feature is included. Just like a real sports game, you can follow your stats through a full season. It's important to know how many heads you've torn off! I'll admit, this game isn't going to satisfy those craving that ultimate 64 bit experience. No Jag games have since Cybermorph & Tempest 2000. What Brutal Sports does offer is a unique and fun sports game with detailed graphics, lots of carnage and loads of color.

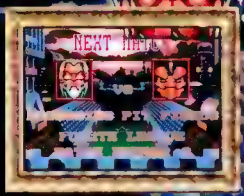
-Mr Goo

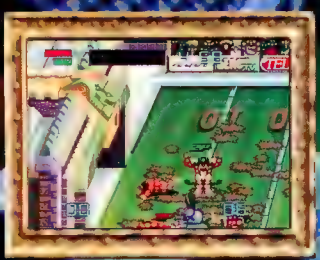
BRUTAL SPORTS SERIES

FOOTBALL









GAMETEK

PINBALL DREAMS

BUMPER TO BUMPER ACTION

It's fast, it's crazy, it's going to give you pinball elbow. You may be a pinball wizard, but are you classy enough for Arrows Ma[illegible]? Can you shoot the Sea-Rex without getting bit by one? Can you make it to Midnight for 5 million points? Can you go for the full features and still keep your appointment? Pit yourself in the ultimate and go for the big score.

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SEGA™ Nintendo

GAMEFAN SPORTS

HOLY COW!!

TECMO SUPER BASEBALL TAKES CONTROL OF SNES BASEBALL FANS EVERYWHERE

ALSO INSIDE!

BILL WALSH '95 AND SEGA'S COLLEGE FOOTBALL FOR GENESIS: WHO'S NUMBER ONE? YOU DECIDE!

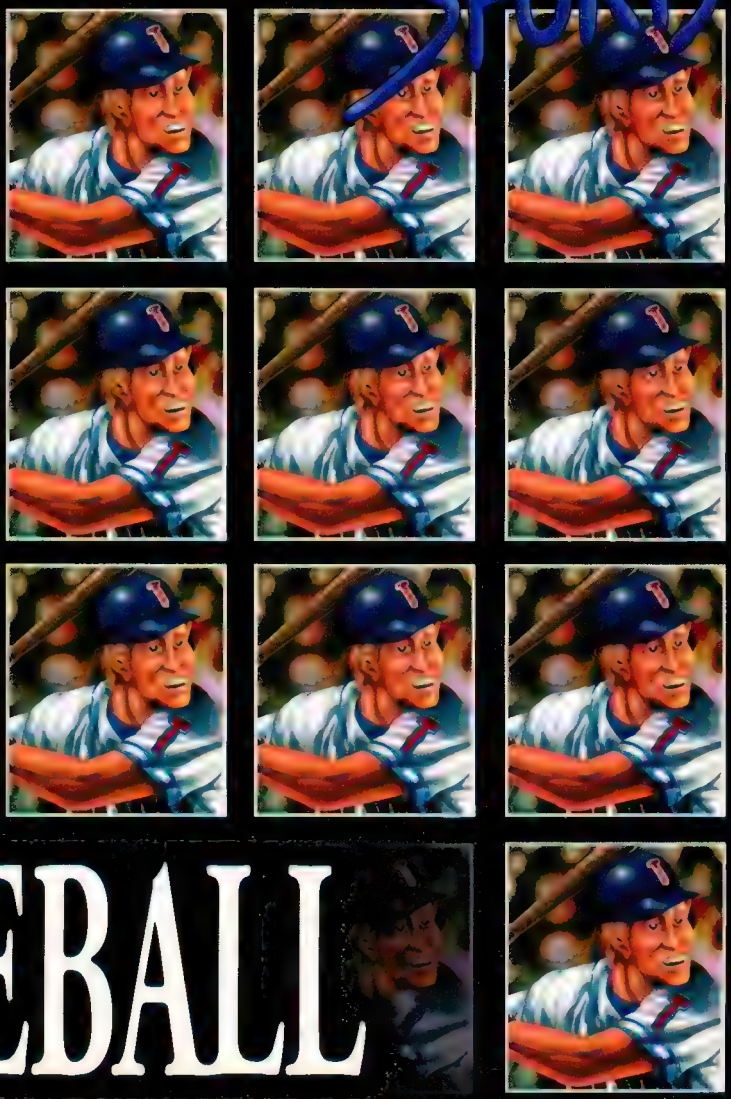
LIVE AND PLAY THE WORLD CUP: FIFA SOCCER COMES TO SEGA CD

TRADEWEST GOES FOR A THREE-PEAT WITH AIKMAN NFL FOOTBALL

EA SPORTS, THE GENESIS AND TONY LA RUSSA: IS LA RUSSA '95 THE SIMULATION TO END ALL 16-BIT BASEBALL SIM'S?

TALKO TALK...THOUGHTS ON WORLD CUP, THE NOT SO MIGHTY GIANTS

INSTANT REPLAY...BASEBALL STARS 2 FOR NEO GEO!

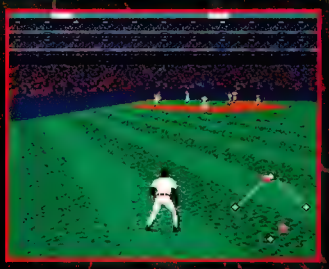


TECMO® SUPER BASEBALL

TALKO TALK

I can assure you that I am not one of the many that have been in the grip of "World Cup Fever" the past two months. But, with the elimination of the U.S. fresh on my mind, I'll offer a few thoughts on the subject. Although I don't see America going bonkers over soccer in the near future (at least to the level of our European brothers), there were some rays of hope for U.S. soccer fans. The game definitely received the PR and marketing push that American backers were looking for and advertisers awoke to the potential of being associated with World Cup events. Of course, like the Olympics, the viewership in the near future will, most likely, be directly related to the U.S. team's continued participation in the tournament. If they exit early, so will the fans. On the other hand, I was in Chicago (SCES) during the tournament and I couldn't believe my eyes (and ears)! At the hotel I was staying at, there were people everywhere...singing in the streets, arm-in-arm, wearing their team colors and dressing alike. Not to mention the activity in the pubs...these people are FANatics! I have NEVER seen this kind of participation and devotion in an American sporting event. In Los Angeles, the game starts at 7:30 PM. You arrive fashionably late at 8:15 PM, grab a couple of Dodger Dogs and a brew and are in your seat by 8:45 PM. In Chicago, European World Cup attendees were on their way out to Soldier Field hours before the match, chanting and singing all the way. There were so many fans in the streets that automobile traffic literally came to a standstill. The excitement and commotion were enough to challenge me to try and understand what I've been missing. Although I won't say that I've been converted by any stretch of the imagination, I do appreciate, a little more, their love of the sport. I think that American soccer lovers were hoping that the World Cup would provide an opportunity to give soccer a boost and obtain the success that alluded the NHL for so long. That's not going to happen (they don't have cool uniforms like the Ducks and Sharks that sell a ton in the malls of America), but World Cup was definitely a step in the right direction. If America is competitive, the fans and the dollars will be there. In other news...my San Francisco Giants are suffering through a disappointing year filled with injuries and a general lack of performance and desperate times require desperate measures...but not this desperate! DARRYL, DARRYL, DARRYL! No, it can't be...my worst nightmare come true. Strawberry a Giant?! Well, I guess just because a guy can bag groceries doesn't mean that he is executive baseball timber. I can not believe that this lazy loser is going to get another chance to make millions in the majors. What is the attraction? Do the Giants really believe that they are going to get a Canseco story here?...pleease. Those of you not familiar with the San Francisco/Los Angeles rivalry will not understand. But this is akin to electing the Ayatollah as President of the U.S....the idea stinks to the high heavens and is indicative of all that is currently wrong with the game of baseball. Oh, well...at least I don't have to deal with his sorry rump in World Series, La Russa '95, MLBPA or Tecmo Baseball...YESSSS!!! See you next month.

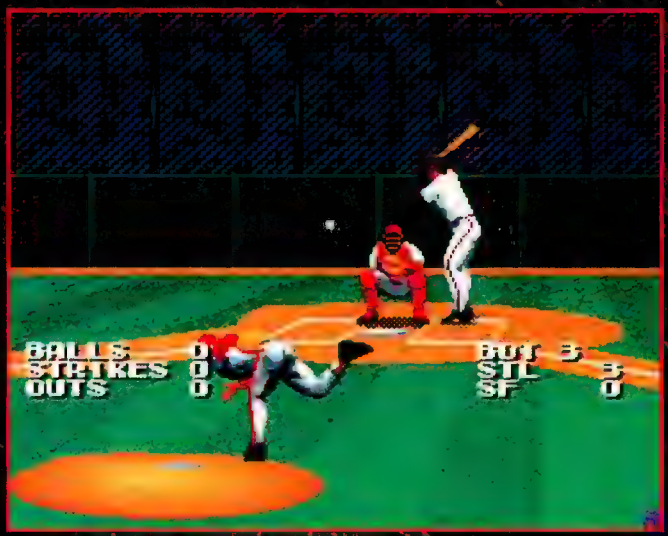
TECMO SUPER BASEBALL

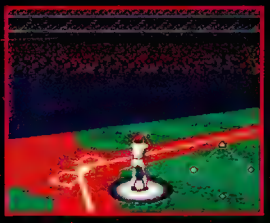


TECMO BASEBALL 2 PLAYER 16 MEG AVAIL. NOW

This is truly my favorite time of the year. Baseball is in full swing, football is just around the corner and sports video games are flying across my desk! In reference to the latter, Tecmo Super Baseball has just arrived and it is a tremendous game. As most of you know, Tecmo has built its reputation in the sports gaming world on producing games that feature great arcade action with outstanding statistical tracking and simulation overtones. No surprises here! Tecmo Super Baseball continues in this strong tradition by giving the player a fast paced game of arcade baseball and all the individual, team and league statistics that any true baseball addict can handle!

What is surprising, however, is the amount of simulation style play that the design team has snuck into the games. At first glance, the hitting mechanics seem to be the standard "twitch and time" game, where you are trying to gauge speed and the amount of curve on the ball in order to react to the pitch. But, the mechanics go much deeper than that. The pitchers have some nasty stuff; hanging curve balls that have you drooling waiting for them to make it to the plate, hard stuff that will completely screw up your timing (especially after dealing with one of those hangers), and pitches that work the corners and stretch the strike zone. You really have to be patient at the plate or you're going to be swatting flies and coming up empty.





The pitching/hitting is so good, in fact, that there rarely is a blow out or a high scoring game. You won't be sending too many into the cheap seats, but you will appreciate them that much more when you do. Also, the game accurately depicts player speed and arm strength (although all players can throw the ball, on the fly, to any base from any point on the field). And, fatigue, injuries and player strength all make a real difference in gameplay. In addition, you have full managerial control of your bench, bullpen and defensive alignment. On offense, you can execute a double steal, the suicide squeeze and select pinch hitters and runners.

What really makes Tecmo Super Baseball the best SNES baseball game, however, is the design team's ability to combine these action and simulation features, while not sacrificing the speed of play. A nine inning game takes but 10 minutes to play, without sacrificing the details of the game that make baseball the sport for the ages. This doesn't mean that the game is perfect...

There are a few things in Tecmo Super Baseball that I would like to have seen; more than one stadium, or a ballpark with special features (i.e. "green monster", etc.), outfielders that had to bounce the ball to get it to home, the players' current statistics available on the play screen, not 1993 statistics, more control over running and sliding, the ability to jump for the ball, better treatment of home runs, not simply letting the ball disappear at the front of the screen, and a lower angle of view when you view the game from behind the batter. This brings up one of the best features of the game; the fielding perspective. The Mode 7 fielding employed in the game does a better job of placing you on the field than in any baseball game to date. Although I would like to see the ball on screen at the same time, this perspective is an excellent way of depicting the defensive game. As a matter of historical note, Tecmo Super Baseball is the first home baseball game not to make use of the now cliché 3/4 view for fielding...our thanks to Tecmo for recognizing that gameplay need not be sacrificed when straying from the more traditional viewpoint.

The final word in Tecmo Super Baseball really comes in the quality of the computer opponent. It is, simply put, the best AI in any SNES baseball game, only EA Sports' MLBPA Baseball comes close. You will NEVER feel like you've got this game wired...it is that good! I've probably said this before, but Tecmo, like EA Sports and Sega Sports, represents all that is good in the gaming world-creative people trying to push the limits of interactive entertainment to produce the best simulations they are capable of. You won't soon tire of Tecmo Super Baseball. It will be in your active gaming collection for some time to come...buy it and enjoy. - *Taiko*

What really makes Tecmo Super Baseball the best SNES baseball game, however, is the design team's ability to combine these action and simulation features, while not sacrificing the speed of play.

AIKMAN NFL FOOTBALL

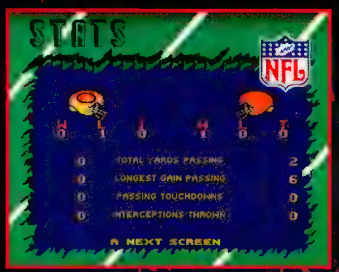
TRADEWEST
FOOTBALL
2 PLAYER
16 MEG
AVAIL. NOW

Some of our original readers will remember that I was a big fan of Tradewest's Pro Quarterback when it was released for the SNES and Genesis at the end of 1992. The game met with a reasonable amount of consumer and critical success and, in spite of its limitations, was revolutionary for its on the field perspective and great, real time passing game.

Two years later, Tradewest is now a division of Williams Entertainment (Mortal Kombat, NBA Jam, Super High Impact). But the development folks at Leland are still hard at work in San Diego, CA and the entire team has thrown its design weight behind Troy Aikman NFL Football. The game takes the perspective and graphics of Pro Quarterback, raises the camera angle to more of a "Maddenesque" perspective, and adds just about everything but the kitchen sink. Aikman lets you play an entire season, with playoffs and Super Bowl, saved to battery, lets you customize your own plays with its play editor and lets you play general manager and allocate team funds to strengthen your team in any way you see fit. You want to have a "Vertical Stretch" offense like the silver and black? Cough up the dough for a quarterback, offensive line and the best receivers that money can buy. Want to run like the Bears? That's easy, invest in the big beef up front and go for the little guy with the big legs in the backfield.

In all, Tradewest and Leland have taken a page from Tecmo's book, and have created a fun to play arcade game with a challenging computer opponent, that delivers simulation qualities to the arcade play. Like its predecessor, Aikman NFL Football is a high scoring affair, but not one that is easily dominated.

You will have a good time in single player, season mode and the management structure adds long term play value to the game. Aikman is, at this point in time, the best game of football on the SNES. Its weaknesses lie in its lack of a player's license and statistical tracking. If the development team had been able to address these areas, and cleaned up the player animation, they would have a world beater. As it stands, Aikman NFL Football is an excellent game of arcade football that tinkers with the simulation side of things and gives those Pro Quarterback fans among us a reason to fire up the SNES and play some football. - *Talko*



You will have a good time in single player, season mode and the management structure adds long term play value to the game. Aikman is, at this point in time, the best game of football on the SNES.

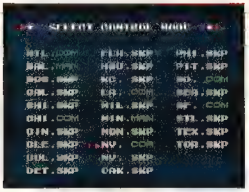
Baseball so real it's unreal.

Tecmo® 16 bit Sports games are unmatched in the true-to-life control you have over every aspect of the game.

But we don't have to tell you that.

You've already played Tecmo® Super NBA® Basketball™ and Tecmo® Super Bowl.™ But just in case you've been on an extended vacation to ***never-never land***, ***We'll show you.***

You have complete control over batting order



Team control modes include Coach, Computer, Manual and Skip

Season Schedule displays games played, in progress and to be played

Select a Pinch Hitter with all pitcher stats displayed

Select your swing, give a sign or use Manager options

Select your pitch, choose your defense or use Manager options

Change your defensive formation for any situation

All the game stats you could want, with battery back-up!

Comprehensive stats for all 700 MLBPA players

Regular, Reduced and Short seasons

We would show you more but ***we'd need our own magazine.***

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SUPER NINTENDO ENTERTAINMENT SYSTEM

GENESIS™

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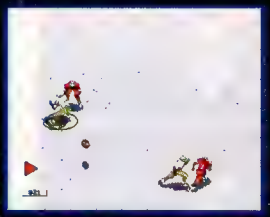
SEGA'S COLLEGE FOOTBALL

Once again, the designers of a college football game have failed to recognize the Texas Tech Red Raiders as the powerhouse that they are, and they have shamelessly been omitted from Sega Sports' College Football's National Championship. Other than this (I am, admittedly, biased) major design flaw, Sega Sports has cooked up one heck of a college football game in CFNC.

SEGA SPORTS
FOOTBALL
2 PLAYER
16 MEG
AVAIL. NOW

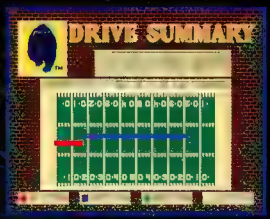
CFNC's design engine is based on Sega Sports' NFL Football '94, Starring Joe Montana, although they have made quite a few improvements on the existing engine. First of all, the design team slowed down the receivers, allowing you to more accurately read deep routes before they dash off of the play screen (although it is still difficult to see both flankers from the dropped back position- you still have to commit to the strong side of the field to move your offense). They also slowed down the players' running in the zoom screen mode, allowing for more strategy and decision making for both the offense and defense. Sega Sports has also taken advantage of the six button controller this time around, allowing the player to, among other things, spin, leap dive, spike the ball and raise his helmet in exultation.



The game is graphically excellent, with outstanding character animation and convincing field scrolling (heck, the football even has stripes on it and turns end over end!). The sound is driven, once again, by Sportstalk; including commentary on each of the 32 collegiate teams represented. I know there are people out there who are not the biggest Sportstalk fans, but I can't imagine playing a Sega Sports title without it. But improved play mechanics is the major difference between the college and pro engines. The computer is aggressive on offense and defense, to the point where you have to THINK about defensive play calling and make use of your ability to audible at the line of scrimmage. This process is not just window dressing anymore. I found myself relying on the ol' "blitz 'til they drop" defensive strategy and was quickly burned again and again as the computer quarterback picked my single coverage in the secondary to shreds. Needless to say, adjustments in my game plan quickly became necessary! On offense, it is CRITICAL that you balance your play calling, mixing up the pass and the run, and that you keep your options open on any selected formation and play. Speaking of play calling, CFNC presents all of the playbook subtleties of the college game, with west coast teams having strong passing games and schools like Nebraska and Oklahoma working predominantly from the Wishbone.

And how about statistics? CFNC tracks a boat load of offensive defensive and kicking game statistics for the entire college season, including tournaments. You can enter the Race For #1 and challenge for the National Championship, enter a 4, 8, 16, or 32 game tournament, or compete in a divisional challenge. But, for me, the best feature of all is the "Record Book", where you, and friends playing the game, can store your best performances, offensively and defensively, and routinely show each other who is truly #1. This is an outstanding way of adding to the long term play value of the game, and of giving personality to the statistical tracking as, by NCAA rules, the actual players names can not be associated with any licensing agreements.

You'll have to read our Walsh '95 review to see the final verdict on how College Football's National Championship compares to the EA Sports title, but I will go on record here by saying that CFNC is Sega Sports' best football game to date and a must have in any Genesis sports player's library. If you are looking for a good college football game, look no further. With an outstanding play book, great graphics and sound, season play with stats, and tremendous play mechanics, you can't find a better college game unless you enroll. - *Talko*



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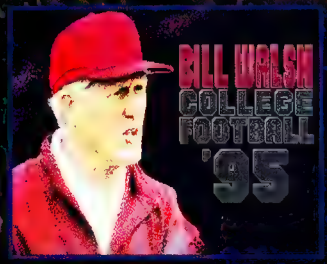
WALSH FOOTBALL '95



EA SPORTS
FOOTBALL
4 PLAYER
16 MEG
AVAIL. NOW

Not content to stay with the status quo in college football games, EA Sports enters the '94 college football season with one heck of a sequel, Bill Walsh College Football '95. By any method of judging, Walsh '95 is everything you've come to expect from an EA Sports football game, and more. First of all, they FINALLY got the full season play and statistical tracking down...YES, we have a battery! Walsh '95 features full season play with your choice of bowl games or playoffs, a full compliment of offensive and defensive statistics, saved and accumulated during season play, and a stronger computer opponent than the original Genesis title.

Best of all, Walsh '95 is the first EA Sports football game to make the passing windows optional. That's right all of you arm chair quarterbacks out there, you can now pass in real time. But, if you prefer, the passing windows are still available. This year's model also features 36 of the top college teams, complete with logos and offensive and defensive strengths modeled on the actual teams. I guess that the key word in describing Walsh '95 would be "more". Everything that was in last year's game is better and

the package is more professional and complete. In fact, Walsh '95 IS the complete college football experience. Play calling is effortless and the split-second timing required in your passing and running games is absolutely perfect. The game is tough, fast and accurately modeled. It takes full advantage of 4 Way Play and will even challenge anyone who has played all of the previously released EA Sports football games. And the season statistical tracking, as many of you know, is one of those features that I have been begging, pleading and cajoling sports game companies to deliver. EA Sports has made it their mission to put everything they can into their future releases, and it shows in this game. With Walsh, it is no longer a matter of having strengths in any given area. This entire game has been give a face-lift, to the point where Walsh '95 has to be seriously considered one of the best games of 16-bit football, pro or college!

It wasn't that long ago (Fall of 1990, to be exact) when the original Madden was released. It took me a few goes of that game before I was thrashing the computer opponent mercilessly. The game was successful, like all sports games before it, because of its extreme 2 player fun. But, 4 years later, something has happened to 16-bit sports games...the computer is a worthy opponent! This is perhaps Walsh '95's greatest strength. You will find it an ongoing challenge to make your way up to the charts to claim #1. I have found Walsh '95 to be every bit as fun and challenging as a one player game and that is no small victory for sports gaming!

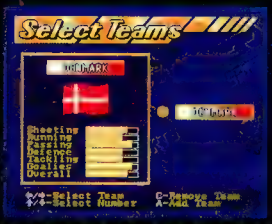
As to how it compares to previously released football games and Sega's College Football game, the answer is fairly complex. Walsh '95 is a better game of football then anything released prior to this year but, try as I might, I can't definitively say that it is better than the new Sega title...they are that similar, and that good! Both games represent an extremely high level of design quality. I have been playing both titles for the past two weeks and I still play them regularly. It's largely a matter of personal taste. If you liked Walsh and Madden last year, and enjoyed them more than last year's Montana game, then you will want to buy Walsh. If you were a fan of the Sega game, then you will find much to like in that title. You can't go wrong with either choice! And I, as a member of the gaming editorial press, am in the lucky position of being able to have both. So, pony up your allowance and head down to the "store o' games". It's almost football season and Coach Walsh wants you in the game! - *Talko*

You will find it an ongoing challenge to make your way up to the charts to claim #1. I have found Walsh '95 to be every bit as fun [illegible] player game and that is no small victory for sports gaming!

FIFA SOCCER CD

EA SPORTS SOCCER 4 PLAYER CD ROM AVAIL. NOW

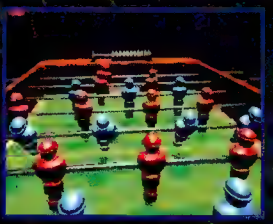
Hey soccer fans! Have you caught a heavy dose of World Cup fever? Many have tried, but EA Sports has the cure. "What's that", you say? "Isn't FIFA Soccer the undisputed king of the footie hill?" No longer...EA Sports has just released FIFA International Soccer for the Sega CD and it, like NHL Hockey CD before it, takes the original game and lifts it to a whole new "multimedia" level. Like NHL, the big difference between the CD and cartridge versions of the game is the sound. At first, this may not seem like reason enough to upgrade your game. But the crowd sounds, chants and sing-a-longs are absolutely essential to the overall World Cup experience. I have just returned from Summer CES in Chicago, where some of the World Cup games were being held. What an experience! The Germans, Mexican, Spanish, etc. were there in force and these people aren't just fans, they live the game! The features in FIFA Soccer are no exaggeration on the real life experience. I have never seen an American sporting event where the experience was so completely interactive (between the players and the crowd) and all-consuming. Seeing (and hearing) these people was an experience I will not soon forget. FIFA CD does an exceptional job of catching the spirit and flavor of this experi-



ence and combines it with the award winning gameplay that has made FIFA Soccer the number one selling soccer game, internationally, of all time.

The CD version of the game adds a few features not found in the Genesis cartridge, including; over 150 full motion video clips, 64 international teams, including 6 regional all-star teams, and more realistic player uniforms and animation. The combined effect of adding the "multimedia" features to the FIFA CD package is to bring home, without a doubt, the most realistic soccer simulation to date.

As many of you know, I am not the world's biggest soccer fan. But, as EA Sports did with NHL, they have made me a appreciate the sport. I now know enough to understand zones, formations and set-up for attacks on goal. And, like NHL, FIFA has a playing dynamic that makes it incredibly challenging, addictive and, at the same time, easy to play and control. Both experienced soccer players and novices alike will find FIFA CD to be THE choice in 16-bit soccer games. Since we received the final copy of the game, it has been competing with La Russa '95, Aikman Football, Sega's College Football game and Walsh '95 for my game playing attention. Even with that challenge presented to it, FIFA has held its own and has me coming back to it as much as any of the others.



I am currently 8 games into league play and my Danish team is lagging one point behind the clubs from Egypt and Japan. The Danes had been dominating up until my one point loss to the Japanese. In fact, the two goals that the Japan club drilled into the back of the net were the first two scored on my squad in the entire eight games! I think I have found a new addiction in 16-bit sports games. FIFA Soccer CD is among the sports game elite and a must own for Sega CD owners and Genesis owners who did not purchase the cartridge game. If you do own the cart., rent the CD first. It is definitely the best version of the game, but you'll have to determine exactly how big of a soccer fan you are before finding it necessary to purchase and own both. FIFA CD is, without a doubt, the premiere soccer game in the video game world. The only game that I have seen that could possibly un-seat it is FIFA 3DO and you have to drop five bills to own that one. So, soccer fans rejoice! EA Sports has given you yet another reason to keep those CD's spinning. - *Talko*

And, like NHL, FIFA has a playing dynamic that makes it incredibly challenging, addictive and, at the same time, easy to play and control. Both experienced soccer players and novices alike will find FIFA CD to be THE choice in 16-bit soccer games.

LA RUSSA BASEBALL '95

EA SPORTS
BASEBALL
2 PLAYER
16 MEG
AVAIL SEPT

EA Sports will deliver their second Genesis baseball game of the summer when they release La Russa Baseball '95, the sequel to last year's Genesis title. I was but a mere editorial pup when the first game was released in early '93. I have been waiting over the ensuing months to see how EA Sports would come back from its first sports title that didn't manage to set the quality standard for the genre.

We just received an early version here at the GameFan Sports office and it looks to be one of the most complete baseball games to date. La Russa '95 will feature the 1994 MLBPA rosters and, from what I have been able to see (and play) so far, the most complete baseball engine in a cartridge based game. The statistical engine will be equally impressive, with every known offensive and defensive statistic tracked for the length of the season-for every player and every team (including League Leaders in every category)! It will feature all 28 major league teams (represented by their cities) and the game will allow you to create two custom teams. So, you can out your high school team out on the field and see how they compete against the best of the 'bigs'. Additionally, La Russa '95 features; selectable camera angles, six fully rendered ball parks with signature dimensions and outfield walls, detailed pitcher, batter, catcher and even umpire animations, arcade and simulation modes, standard, advanced and expert skill levels, instant replay, play and manage modes and quick play options that speed up a nine inning game.

Basically, La Russa '95 has every thing but the kitchen sink! It's a fully loaded Cadillac with cruise control! It's, it's...serendipity BABY! (sorry). Even at this early stage, we are confident that all of the ingredients are here to give baseball fans the most statistically accurate, complete baseball experience available to the video game player. The design team at EA Sports has been working overtime on this one and their efforts have not gone unnoticed. Over the next few weeks, we will play La Russa '95 for many, many hours and give you the full hands-on review next month. And, yes, we will let you know how it compares to the current king of the baseball hill; World Series Baseball. - *Talko*

38. SEGA SPORTS PRESENTS

COLLEGE FOOTBALL'S NATIONAL CHAMPIONSHIP

32 College Teams. 1 National Champion. Settle it on the field!

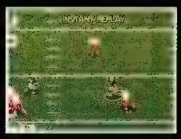
Exciting Play Modes:

- ★ Exhibition
- ★ 11 Game Regular Season
- ★ Race for #1 Ranking
- ★ National Championship Tournament

Great Collegiate Football Features:

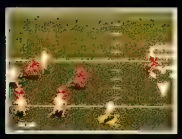
- ★ 2 Point Conversions
- ★ Wishbone/Option Offenses
- ★ College Playbooks
- ★ School Fight Songs, Logos, and Team Colors
- ★ 32 National Powers

Play the field! These are just two of the 32 collegiate powerhouses you'll meet from across the nation!

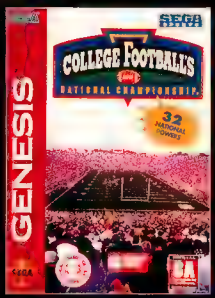


Nail 'em again! Michigan makes its move against Nebraska–and you relive it all on Instant Replay!

Race for the #1 ranking then go for gridiron glory in the National Championship Tournament!



Rev-up the rivalry when the Fighting Irish of Notre Dame take on the Trojans of USC!



SEGA SPORTS

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INSTANT REPLAY

BASEBALL STARS 2

SNK
BASEBALL
2 PLAYER
68 MEG
AVAIL NOW

This month's Instant Replay focuses on the final game in the SNK baseball trilogy; Baseball Stars 2. By a majority of both arcade and home players, this game is considered THE all-time greatest game of baseball, and with good reason. You don't have to go much further back than the last two months to see the effect this game has had on baseball design. Games like Ken Griffey, Jr. Major League Baseball and EA Sports' MLBPA baseball are direct descendants of Baseball Stars 2, and many of the newer 16-bit games have taken design inspiration from this game. What's so special? I've asked myself this question many times. The graphics and animation were and are breathtaking (isn't it amazing that, even with the "next generation" systems and games coming to market, the five year old Neo Geo and many of its games still look better than much of the new stuff?), the arcade style play mechanics are absolutely flawless and the game is very, very addictive. But I think the real answer lies in the seamless integration of the entire package. Baseball Stars 2 takes those beautiful graphics and lighting fast gameplay and blends them together in a flawless and perfectly timed game that is just so smooth and easy to play, while always remaining challenging and competitive. If Baseball Stars 2 had real teams and players, and a season and stats, there would be no need to ever create another baseball game! Every phase of this game is perfect, or near perfect. A good example of this is the running game. If you are in the field and are holding a quick runner on at first, he will play a game of cat and mouse with you, so real that it will have you engaged in a battle of wits with your Neo Geo! I have picked off runners in the game, which is no big deal. But, what is really exciting is when you throw over to the bag a few times unsuccessfully, only to see the runner take off for second as soon as you make your move toward the plate! I hope that SNK's new CD machine makes it to these shores because it would be a shame if more arcade and sports fans didn't get a chance to play and own this title. Well, I hope you've enjoyed this three month walk with SNK down baseball memory lane. Next month, it's football season and we take a look at the much-maligned Football Frenzy for Neo Geo. - *Talko*

SEGA SPORTS

Play like a champion.

COMING IN NOVEMBER

All new from SEGA SPORTS on Genesis™ and Game Gear™

GA

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Summer CES Highlights

SUPER NINTENDO ENTERTAINMENT SYSTEM

Once again we have braved the taxi rides and pizza laden streets of the windy city to bring you the latest on what's what in the world of gaming. Nintendo had the floor to themselves and seized the opportunity by introducing a revolutionary new SNES game; Donkey Kong Country. The 32X was present but nothing was far enough along to rate its performance.

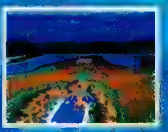
The Sega savor was a very early version of Earth Worm Jim that was on display at the GameFan booth.

Here, Playmates & Shiny put on quite a show with a ten foot TV and blazing tunes. Cex was the game for 3DO, who had an impressive show and Rayman and Iron Soldier looked great for the Jag. Here's a look at some of the best the Summer CES had to offer.

Monster Truck Wars
Acclaim

Maximum Carnage
Acclaim

Fire Team Rogue
Accolade

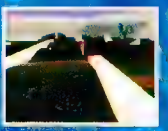

Demon's Crest
Capcom

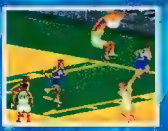
Bonkers
Capcom

Captain Commando
Capcom

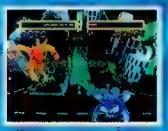
Vortex

SuperMotocross FX
ElectroBrain


SuperMotocross FX
ElectroBrain


NBA Live '95
Electronic Arts

NBA Live '95
Electronic Arts

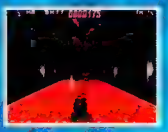

Clayfighter 2
Interplay

Star Fleet Academy
Interplay

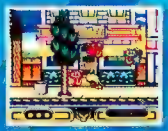
Return of the Jedi
JVC

Time Cop
JVC

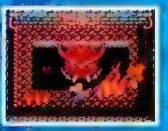
Ghost Patrol
JVC


Indiana Jones
JVC

World Champ Rally
JVC


Pac Man 2
Namco

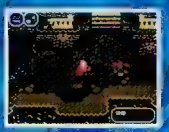
Donkey Kong Country:
SNES Game of the Show
Nintendo


Illusion of Gia
Nintendo

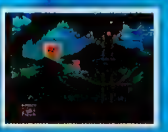
Super Punchout
Nintendo

Tinstar
Nintendo

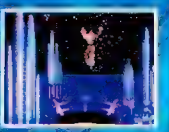
Uni-Racers
Nintendo


Addams Family Values
Ocean

Flintstones
Ocean


Mighty Max
Ocean

The Shadow
Ocean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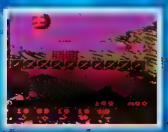
PF Magic

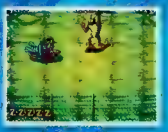

Lemmings 2
Psygnosis

ESPN Football
Sony Imagesoft

ESPN Hockey
Sony Imagesoft

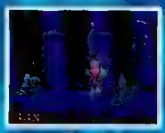
ESPN Hockey
Sony Imagesoft

Justice League
Sunsoft

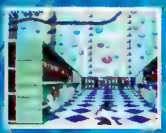

Aero 2
Sunsoft

Looney Toons
Hoop It Up
Sunsoft

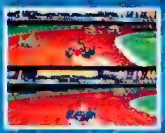
Porky's Haunted Holiday
Sunsoft



Zero
Sunsoft



Sylvester & Tweety
Sunsoft



Street Racer
UBI Soft

Izzy's Olympic Quest
US Gold

Globe
Virgin

SEGA GENESIS — SEGA

Itchy and Scratchy
Acclaim

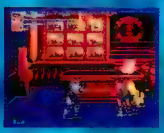
Bubsy 2
Accolade

Unnecessary Roughness
Accolade

Pele 2
Accolade

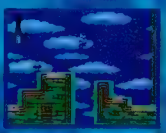
The Punisher
Capcom

The Punisher
Capcom

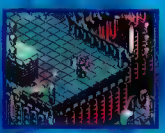


The Punisher
Capcom

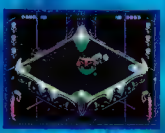
Saturday Night Slam Masters
Capcom



Megaman The Wily Wars
Capcom

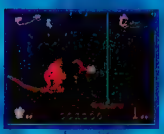


Skeleton Krew
Core

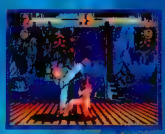


Core

Panic
Data East

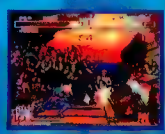


Boogerman
Interplay

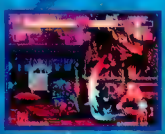


Fatal Fury Spcl. (CD)
JVC

Fatal Fury Spcl. (CD)
JVC

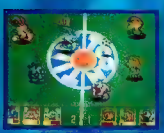


Samurai Shodown (CD)
JVC



JVC

Rise of the Robots (CD)
JVC

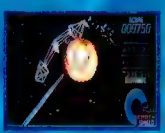


Acme All Stars
Konami

Anamaniacs
Konami

Snatcher (CD)
Konami

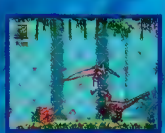
Starblade (CD)
Namco



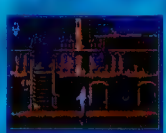
Starblade (CD)
Namco

Novastorm (CD)
Psygnosis

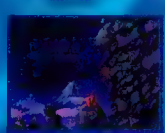
Shadow of the Beast 2 (CD)
Psygnosis



Jurassic Park 2
Sega



Ecco 2
Sega



Ecco 2
Sega

Ecco 2
Sega

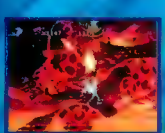
Ecco 2
Sega

Dynamite Headdy
Sega

Aero 2
Sunsoft

Justice League
Sunsoft

Zero
Sunsoft

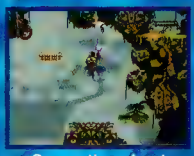


Earthworm Jim:
Playmates \ Shiny

Red Zone
Time Warner

Red Zone
Time Warner

Lawnmower Man
Time Warner



Generations Lost
Time Warner

Sylvester & Tweety
Time Warner

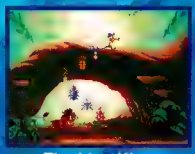
Dick Vitale's College Hoops
Time Warner

Flashback (CD)
US Gold

Humans (CD)
US Gold

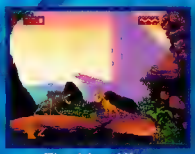
World Cup Golf (CD)
US Gold

Beavis & Butthead
Viacom



The Lion King
Virgin

The Lion King
Virgin



The Lion King
Virgin

The Lion King
Virgin

The Lion King
Virgin

This Way Please...

Welcome to The Next Level!

Cinepak Demo

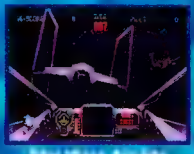
Cinepak Demo

Shadow Of Atlantis
Sega

Shadow Of Atlantis
Sega

Doom
Sega

Golf's Great 36 Holes
Sega



Star Wars Arcade
Sega

Metal Head
Sega

Bullet Fighters
Sega

Bullet Fighters
Sega

Virtua Deluxe
Sega

Virtua Deluxe
Sega

SEGA!

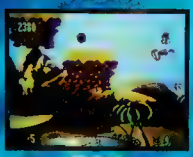
JAGUAR

Bios Fear
ASG Technologies

Kasumi Ninja
Atari

Blue Lightning
Atari

Iron Soldier
Atari



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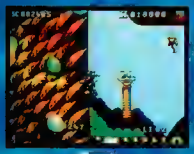
Atari



Zool
Atari

Ultra Vor[illegible]
Beyond Games

Brutal Sports Football
Telegames

Double Dragon
Tradewest

Rayman:
[illegible]
Ubi Soft

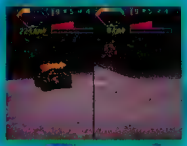
3DO

Soccer Kid
3D0 Company

Soccer Kid
3D0 Company

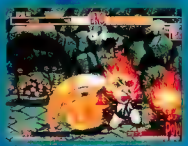
Gex:
[illegible]
Crystal Dynamics

Gex
Crystal Dynamics



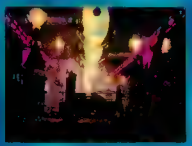
Off Road Interceptor
Crystal Dynamics

Off Road Interceptor
Crystal Dynamics

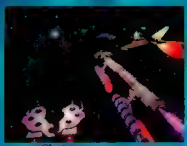


Samurai Shodown
Crystal Dynamics

Samurai Shodown
Crystal Dynamics



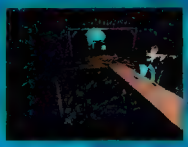
Star Control 2
Crystal Dynamics



Star Control 2
Crystal Dynamics

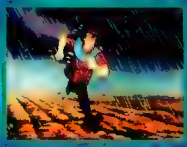
FIFA Soccer
Electronic Arts

FIFA Soccer
Electronic Arts

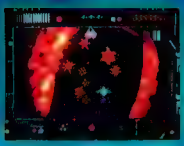


Alone in the Dark
Interplay

Alone in the Dark
Interplay

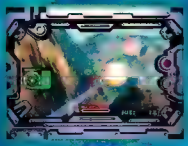


Kingdom
Interplay

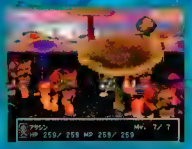


Microcosm
[illegible]

Microcosm
[illegible]



Burning Soldier
Panasonic



Guardian Wars
Panasonic

Tetsujin
Panasonic

Welcome to another edition of Other Stuff. Lets begin this month with a little arcade news. Bally/Midway has begun filming footage for use in the much anticipated Mortal Kombat 3 which will be on its way to an arcade near you in the Summer of 95. This date coincides with the release of Mortal Kombat: The Movie. Although MKIII is very early in development, we do know Liu Kang and Mileena will be in the game (these are the 2 characters now being filmed). It's rumored that MKIII is being developed on one of the new 32 or 64 bit formats, for the arcade. Nintendo's Ultra 64 is the most likely candidate for the new Midway one on one fighter, but the Sony Play Station is another likely candidate.

Nintendo was definitely the talk of the Summer CES (obviously, Sega was barely present). Their amazing Donkey Kong Country was for many (myself included) the game of the show. Killer Instinct and Cruis'n USA for the Ultra 64 gave Nintendo some much needed credibility and proved that their 64-bit project is indeed a reality. Our behind the scenes look had us gazing in awe at what looked like nothing I (or anyone for that matter) have ever seen before... anywhere. Also interesting, a new (and much more liberal) view on censorship in Nintendo software, as well as their licensees games, has been adopted. You'll see what I mean when the blood flies in MK2. If that doesn't convince you, check out the new commercials. From squeaky clean to down and dirty overnight! In one fell swoop, Nintendo now has a new image. This show may be a tough act to follow, but Nintendo plans on continuing their momentum at the '95 WCES in January. Nintendo's WCES software lineup will include, Starfox 2, which is due for release in March 1995. Starfox 2 is a16 meg game, has a 2 player competitive/cooperative option and will use the FX2 chip featured in Stunt Race FX. Also present will be 24 meg FX action game that is said to be as revolutionary as Donkey Kong Country. A 24 or 32 meg game under development in the UK, at RARE, which uses silicon graphics similar to the ones seen in DKC, will also be on hand. Nintendo of Japan is developing two 16 meg action games, one by the Metroid team and one by Sigeru Miyamoto, who was the producer of DKC, among others.

Konami is programming a SNES/SFC version of Dracula X to be released in early '95. Insiders also say, Konami is planning to unleash a 32 meg Castlevania 5 for the SNES around Christmas '95. CV5 will be the last Castlevania for the 16-bit Nintendo. Contra 5 for the SNES is also rumored to be in the planning stages. This 24 meg game is said to have phenomenal graphics, rivaling top arcade games and is rumored to have 4 player capabilities. Like CV5, this will be the last Contra game for the16 bit Nintendo.

GameFan got a hands on look at Nintendo's Ultra 64 (aka Project Reality) at a special "Invitation only" screening of Killer Instinct and Cruis'n USA. The first thing we saw was a video taped speech from the new president of SGI (Silicon Graphics). He said " The Ultra 64 is ahead of schedule" and "it will be released in September of 95 for under 250 dollars". Then the video showed us the actual office where the Ultra 64 is being developed. Next, we had the opportunity to see and actually play Cruis'n USA and Killer Instinct. In our opinion Cruis'n USA plays and looks as good as Daytona USA. There are 3 different perspectives to choose from ala Virtua racing or Daytona, and between 6 to 8 music tracks to pick from. In this game, you will race through 38 stages ranging from San Francisco to Washington D.C. You even get to drive up to the White House and shake Bill Clinton's hand. The graphics in this game are incredible. Everything looks very realistic and when objects scale, they do so smoothly and without that grainy, pixely look. Although Cruis'n USA looked fantastic, the game was developed on 32-bit hardware designed by Bally/Midway. When the game is released in arcades this fall, the graphics will be upgraded to Ultra 64 standards... holeeee.... Killer Instinct was something else entirely. This was, by far, the best fighting game we've ever seen or played, making SF2 or MK2 look weak in comparison. The graphics in KI were beyond belief, with fast paced (SF2 Turbo speed) gameplay and animation that redefines smoothness. The control layout is your basic 6 button SF2 style. There are 12 characters to pick from (check out the 2 character shots from KI in the 32/64 bit section) and more than 14 backgrounds in KI. The sound FX were as impressive as the graphics and the soundtrack incorporates many styles of music including; Reggae, Jazz, Classical, Rock, Heavy Metal, Techno, Rave, Underground, Hip Hop, and a Japanese style similar to Samurai Shodown. Also like Samurai Shodown, KI moves side to side and scales in and out during each match, but that is where the similarities end. Everything has a rich, 3D rendered look to it. If a character gets thrown through a door or window, the game goes through a set of complex, cinematic style, 3D camera angle changes, until it goes into the room where the character landed. The seamlessness of all this has to be experienced to be believed. We also had the privilege of seeing the actual hardware with our own eyes. The machine was about the size of a small VCR and it was in a very preliminary state. The arcade hardware now runs at 80 MHz, (Killer Instinct and Cruis'n USA will run on this slower hardware) but the finished arcade/home version due out in 1995 will be around 90-100 MHz. Nintendo will officially launch the home Ultra 64 on May 11th, 1995 at the Summer CES in the Philadelphia Convention Center next year. At that time you will see 6-10 Nintendo games and 5-10 3rd party titles. Completed versions of Killer Instinct and Cruis'n USA will be shown at the 1994 AMOA show in San Antonio Texas. Both games are due out this October. New Ultra 64 Coin-op games will be shown at the Winter CES, and Nintendo will be showing their top secret Ultra 64 games from the Japan line-up behind closed doors.

Acclaim is the first Licensee for the Ultra 64. Batman Forever will be Acclaim's first title and the game adaptation of the upcoming James Cameron film "Spiderman" will be the second game. This September, Konami will be receiving 5 Ultra 64 development systems. Konami's first titles will be a Shooter (perhaps a Gradius or an Axelay derivative) and a Contra or another Castlevania. Konami is also planning another Turtles game for the Ultra 64. This version might end up being another one on one fighting game, but there is also talk of a Zelda style Act/RPG featuring the Turtles on Nintendo's super system. Mario 5 is about 25% complete for the 64-bit Nintendo and is due out in September 1995, perhaps as (surprise, surprise) an Ultra 64 pack-in. The latest rumor from the CES is that a Donkey Kong Country sequel may be on the way to the Ultra 64 sometime in 1996 (guys, we're not even into '95 yet, and your talking abut '96 titles already?)

Capcom to do 32 Bit Sega? Capcom USA has announced that they are establishing a new R&D center in Santa Clarita CA. At this new office, Capcom will be developing games for many of the new platforms including Sega's Saturn and 32X systems, Sony's Play Station and Nintendo's Ultra 64. Capcom will also be doing games for PC CD-ROM. This new R&D center will open its doors this August. Five to ten programmers will be flown in from Capcom's Japanese division and assigned to this new R&D center. Capcom's first two titles for the 32X will be; a translation of Capcom's new Aliens VS Predator coin-op game and a new Street Fighter 2 game that will incorporate film footage from the upcoming motion picture. From what we hear, Capcom's newest coin-op fighting games (Dark Stalkers, X-Men, and Street fighter 3) will be translated first on to high end consoles (Play Station, Saturn, Ultra 64) before they are released on the Genesis or SNES. Capcom's top secret 3D fighting game for the Sony Play Station is due the 2nd quarter of 1995 and is the front runner for the US Play Station Pack-in.....Sign me up!

*In Sega News...*The big news from Japan is that Sonic the Hedgehog will be coming to the 32X and Sega's Saturn! The 32X version will be shown at the 95 Winter CES in Las Vegas. The Saturn version will be shown at the Tokyo Toy Show next summer. Both versions are being programmed in Japan right now but will be finished here in the states. Bally/Midway's new arcade gun game, Revolution X, will be coming to the Saturn and/or the 32X mid-1995. Midway will soon be releasing a WWF (World Wrestling Federation) game in the arcades. This game is also slated for release on Sega's 32-bit systems. This new 4 player wrestling game will feature MK2 style graphics and hidden codes as seen in MK, MK2 and NBA JAM.

Rumor has it that Konami will enter the 32X fray by releasing Castlevania and Contra on Sega's 32-bit Genesis peripheral next year. Both games could surface sometime in '95. Core is also planning three 32X titles for release next year; BC Racers, Soul Star and one to be announced at a later date. At the Summer CES, we got a look at some early 32X games running on the Sega Mars development system. Although nothing was near completion, you could see that the 32X is a huge step up from the Genesis. While it doesn't pack the punch of the Ultra 64, PSX or Saturn, it surely will give you plenty of bang for the buck($149.99) and could easily give the 3DO and Jag a run for their money, it's that good! This Christmas... sayonara 16 bit.

With the 3DO, Jag and 32X, this holiday season should go down in gaming history.

Speaking of the 3DO, things are really beginning to look up for the first real 32 bit system. Crystal Dynamics 'Gex' is the first reason for action/platform gamers (like Storm) to jump for joy. This little lizard will blow you away! We'll follow Gex all the way to the stores in GameFan starting next month. More good news for 3DO owners is that Panasonic/Matsushita is picking up most of the rad software from Japan like Powers Kingdom (now called Guardian Wars), Burning Soldier and Dr. Hauzer. There is also a chance that Working Designs will pick up Seal of the Pharo! Lastly, EA is rumored to have a 3DO driving game in the works that rivals Daytona USA. Stay tuned.

Now for some really big 3DO news! Super Street Fighter Two Turbo has been confirmed by Capcom for release later this year! Now here's a game that will sell systems. The 3DO is here to stay! A six button 3DO controller is in the works.

The Atari Jag (though quite as a mouse the last couple months) is also about to take off (I know, it's taking longer than we thought.) They had a lot of games at the CES that looked very close to completion, including Redline Racing, Club Drive and AVP. However, the real show stoppers were Rayman from UBI Soft and Iron Soldier from Atari. Bubsy looks great in 32 bit color and Blue Lightning was up and running. Jag owners wait with bated breath. Get 'em out guys, the competition is coming. That's all the room we have this month so we'll see you next time. Have a great month.

THIS JUST IN! We have just gotten word that Nintendo's much talked about mystery hardware is a portable... a 32 bit portable! Yes it is true. We have just been informed that Nintendo will be releasing this new portable in Spring '95. The price will be under two hundred dollars. We don't have the final specs yet but we will of course keep you posted.

A "Rare" occasion, the men behind the monkey.

This October, the game these guys made will bring a smile to your face, and a worm to your home.

"We only ask that you play it loud."

Is that Boogerman with PK, or KidFan in disguise?

How do I sign that blue guy with the TV head?

I wish Mean Jean was here to share this moment with me.

We can get used to Scorpion's music in video games...real used to it...

That won't impress her...try losing that tie.

Atari has one of the most attractive CES booths in recent memory.

Where's the hair Jean?

Show goers got a sneak peak at the 32-X.

Anyone got a banana?

Nintendo put on quite a show, with a monstrous indoor jungle to celebrate their new million dollar monkey.

Miles across the sea, Kei and Yagi attended the recent Tokyo Toy Show.

During his trip, Kei presented Treasure with the Gamefan award (finally) they won in January, for Gunstar

I can't wait until Kei and Yagi get here.

Miyamoto displays his favorite magazine!

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SEGA'S 32X

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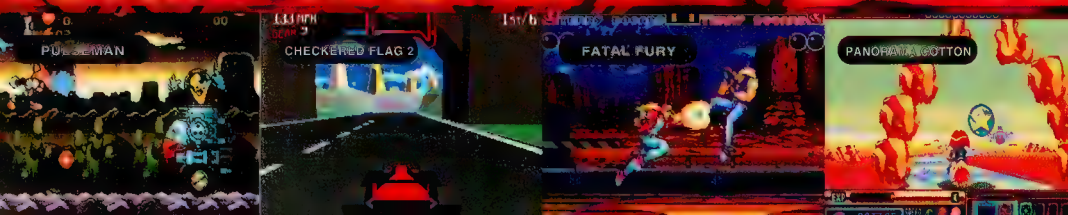

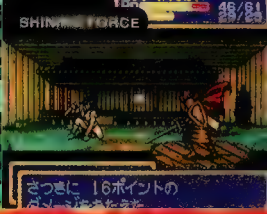

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SPECIAL K's JAPAN NOW!

32X

Welcome to Japan Now! I hope you enjoyed reading last issue's Tokyo Toy Show Report. Because of the Summer CES in Chicago, we will have more American news than is typical in our Japan Now section.

Sega

SOA is releasing the 32X in Nov/94 to the US market. In Japan, Sega is releasing the Super 32X as well as the 32-bit Saturn this November. Here are some screen shots of some early 32X and Saturn games...

All together, there are 178 3rd party developers for the Saturn. Listed below are 125 of those companies. Arc System Works, Art Dink, I.S.C., Acclaim Japan, Asienda, Ascii, Ask, Ask Kodansha, Asmik, Athena, Atras, Alsis Software, Aroma, Anfiniti Entertainment Technology, Imaginia, International Software, Intech, Infocom, Virgin Games, Vantean Systems, Wizard, A-Wave, EA Victor, Angel, Oscar, Guynax, Guybrain, KAZe, Kadokawa, Kaneko, Capcom, King Record, Graf, Grams, Graudia, KSS, Game Arts, Genki, Koei, Kougadou Studio, Cosmos Computer, Konami, Compile, Sauls, Success, Sammy, Sunsoft, CSK, Gic, System Sacom, System Soft, Sims, Chanoar, Shougakukan, Shogakukan Production, Jyouka Engineering, Shinnihon, Super Software, Zoom, Zoom Republic Network, Studio Piero, Sony Music Entertainment, Soft Vision, Taito, Dainihon Printing, Takara, Tum Soft, T&E Soft, T-Mere, Data East, Data West, Debby Soft, Technos Japan, Techmo, Tengen, Toshiba EMI, Toppan Cosmo, Tommy, Trans Arts, Namco, Nihon Art Media, Nihon Create, Nihon Columbia, NCS, Nihon Syscom, Nihon Telenet, Nichibutsu, Nihon Media Programming, Nextech, Harmony Creates, Pac In Video, Hudson, Bandai, Bandai Visual, Banpresto, Bee Eye, Victor Entertainment, Bisco, Vic Tokai, Human, Pink, Bell, Pony Canyon, Polygram, Maba, Micro Cabin, Micro Nics, Micro Net, Mitsubishi Shoji, Media Entertainment, Media Links, Yanoman, UBI Soft, Universal Center, Yonezawa, Rising, Randam House, River Hill Soft, Ringer Phone Japan, Wakayama Business Computer.

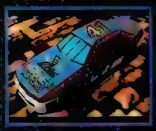
Sega has announced 5 new titles for the Japanese Super 32X, they are, Super Motocross, Farenheight CD, 36 Greatest Hole, Surgical Strike CD, and TEMPO.

Sega also announced their new Titan arcade system. Basically, Titan is an arcade version of Sega's Saturn (similar to the home/coin- op NEO-GEO systems). The advantage of having compatible home and arcade hardware is apparent. Sega will be able to test market potential Saturn games in the arcades and then transfer them onto the Saturn much faster than if they were developed exclusively for home use. The first Titan game "Golden Axe the Duel", is a one on one fighting game. We'll have some information on this game in a later issue of Japan Now. Here are the Titan specs, compare these with the Saturn specs we printed a while back. Can you find the differences?

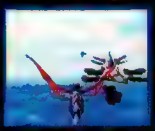
Sega Titan Specs

CPU:	Main:	SH2 (32bit) x 2	Effects:	Flat and Grow Shading and Texture Mapping	Speaker Out (Monaural, Power Amp Built in)
	Sound:	68000 (16bit)	Sprite Frames:	Scaling, Rotation, and Transformation	CD-ROM (MPEG)
Memory:	Standard:	32Mbit Total	Sound:	Channels: Custom IC "SCSP"	Intelligent 2 speed drive
	CD-ROM:	36Mbit Total		PCM 32 channels	Multi Cartridge
Graphics:	Color:	16,700,000 and more		Sampling Rate 44.1kHz	Link System
CG:	Built-in exclusive hardware		Output	Line Out (Stereo)	Graphic Enhancer

Daytona USA



Panzer Dragon



Clockwork Knight

Virtua Fighters

Ringlord Saga

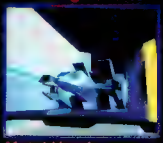
Sega Titles

- Battle Monsters
- Dynamic Fantasy
- VR Saturn
- Virtua Hang On
- Cyber Race
- Masters
- Saturn Basketball
- Virtua Tennis
- Dune 2
- Tom Cat Alley Saturn
- Magic Night Ray Earth
- Fantasy Earth
- Rigeroad SAGA
- Starcaid
- Side Pocket
- Luxor Casino
- Ecco the Dolphin
- Ice Hockey
- Blue Seed
- Greatest 9
- Clockwork Knight
- Gali Racer
- Shinobi EX
- Sim City 2000
- Dream House
- Deadlus
- Chinese Dectective
- Daytona USA
- Virtua Fighters
- Panzer Dragon
- Victory Goal
- Pebble Beach
- Rampo

3RD Party Titles

Fighting Game	Capcom	Cotton 2	Success	Hard Core	Virgin
Action (Arcade)	Capcom	Musashi	Bell	Bermuda Triangle	ASK Kodansha
Over Drive	Zoom	Virtua G.P.	Atras	MVST	Sunsoft
Fighting game	Taito	Race Drivin'	Tengen	D-Game	Media
Fighting game	Data East	US Drag Champ	Nichibutsu	Fantasy Labyrinth	Media
Raynos 2	NCS	3D Car Race Game	Bell	Shogi Saturn	Ascii
Keio Flying Squadron	Victor	A.IV	Art Dink	Rain Drops	EA Victor
3D Action game	Bell	Aqua Note Holiday	Art Dink	Shang Hi IV	Sun Soft
Soccer	EA Victor	Darby Starion Saturn	Ascii	Mah Jong	Shanoar
4D Boxing	Vitor	Quo Padis	Gram	Housing	Super Software
Fire Pro Wrestling	Human	Sankokushi IV	Koei	Housing Catalog	Super Software
		Hyper Derby	ORI	Gundam	Bandai
		Space Simulation	Taito	Ultraman	Bandai
		Super 301 SQ	Taito	3D Pinball Game	Bell

Bullet Fighters

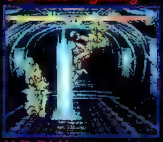


This 3D polygon shooter features: a 2 player simultaneous mode, Different play perspectives, and voice assistance. Imagine a shooter with Virtua Fighters graphics. This is one of the more promising initial releases.

Metal Head

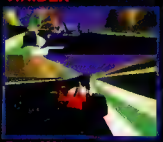
This 3D robot shooter looks incredible. These are screen shots of a more completed version than the one seen at the SCES. Each robot controls 4 different weapons: Homing Missile, Machine Gun, Hammer Knuckle, and Floating Mine. In each stage, you get to choose 3 out of these 4 weapons.

Ultimate Fighting



Here's a futuristic one on one fighting game for the 32X. Each multi-jointed character features a high level of detail and tons of moves.

V.R.DLX



V.R. Deluxe features many refinements not found in the arcade game including: 3 different cars F1, Sports Prototype, and NASCAR. There are now 6 different tracks. VR DLX has more than twice the polygons as the 16 bit VR and a new rear view mirror feature. V.R.D. features 256 colors.

Star Wars

Star Wars: The Arcade Game just got released in Japanese arcades and it's on its way to the 32X and should be available late this year. This game is said to be a 90% arcade to home conversion. (arcade shot)

Super After Burner

Sega's classic coin-op shooter is set to give 32X players the true arcade experience. All the shooting action and all the levels of the arcade game come standard. (arcade shot)

Nintendo

When I was at the SCES, I obtained some information concerning Nintendo's 32-bit VR system. (Most of the Nintendo Ultra 64 information can be found in Other Stuff). It is rumored that one of Nintendo's new projects (they have four) is a SFC/SNES CD-ROM adapter. This upgrade is said to have a 3rd generation FX chip built in and a 32-bit R3000A CPU similar to the one found in Sony's upcoming Play Station. Nintendo has previously announced that this system will put them into a new market (CD-ROM?) and the device will give players a VR effect (Super FX chip?) This is reportedly one of many hardware systems Nintendo is developing at the moment(32-bit portable Newton clone, projection system, VR headset, Ultra 64 CD-ROM upgrade) Weather or not this is the system Nintendo actually releases, is unknown at this time.

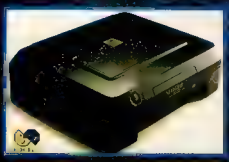
Sony

Sony announced more details concerning the Play Station's main CPU. This custom made MIPS chip was jointly designed by Sony and LSI Logic. The main CPU (a 32-bit R3000A) incorporates a graphic data processor combined with the much celebrated GTE (Geometry Transfer Engine.) We will have more shots and info in next month's Japan Now.

SNK

On September 9, 1994, SNK will be releasing their Neo Geo CD-ROM system. The first systems are front loading, but systems manufactured at a later date will be top loading. CD games will be priced from $49 to $99 and SNK will be releasing upcoming titles on both formats. The price of the Neo Geo CD has been set at 49,900 yen ($499). SNK plans to release the system in the US in1995. At the Tokyo Toy Show, I got the chance to play a few games. Visually, it's identical to the NEO GEO. The major difference, of course, is the sound. All the music was arranged and sounded fantastic. I did notice an excessive loading time however. Every time I picked a character in Samurai Showdown, it loaded for more than 10 seconds before I could play the game.

Neo Geo CD-ROM Spec:					
CPU:	Z80. 68000		V-Ram/512Kbit	CD-ROM:	12/8 inch
Memory:	D-Ram/56Mbit	Color:	S-Ram/64Kbit 65,536 colors	Output:	AV/RF/S-VHS/RGB



Software line-up for Neo Geo CD

ASO 2, NAM-1975, Fatal Fury 1,2 and Special, King of Monsters 2, Ghost Pilots, The Super Spy, Samurai Spirits, Joy Joy Kid, Tokutenoh 2, Top Hunter, Burning Fight, Football Frenzy, Baseball Stars 2, Mutation Nation, Last Resort, League Bowling, Art of Fighting 1 and 2, Robo Army, and Mah Jong Kyo Retsuden.

Capcom

Capcom is rumored to be developing a home system! Insiders say Capcom is converting their CP1 arcade games (Pre-Slam Masters and Super Street Fighter) into mega-cartridges. They will then turn around and release these games for play on special multi-play arcade systems and new 16-bit Capcom home consoles. This mimics what SNK has been doing for years with their NEO GEO. If this system pans out, it will be difficult NOT to question the wisdom of the decision makers at Capcom.

Last Minute Info.

Our Asst. International Editor, T.J., recently attended the presentation for the Neo Geo CD. SNK's plan is to release 200,000 systems by the end of '94. These initial 200,000 will be limited edition, front loading systems. The market version will be a top loading unit and will be smaller. Personally, I thought the Geo CD might not sell, but many have been reserved already, to the point where there may not be enough to go around at launch.

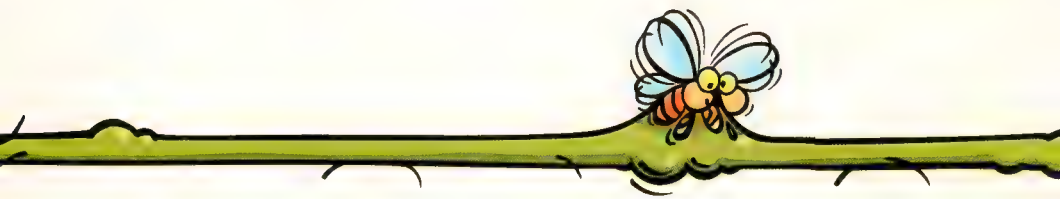
We've been talking about Shin-Samurai Spirits (Shin means True, Real, or Genuine) and King of Fighters. In addition to these titles, Sonic Wings 2 (Aero Fighters 2) is also a scheduled release.

There is now a new character for Shin-Samurai Spirits, Sakyo. He is the younger brother of Ukyo. The Japanese release dates for Shin-Samurai are September in the arcade and December15th for home.

The official name for King of Fighters (in Japan) is, The King of Fighters '94. There are 24 characters to choose from and a 3 Vs. 3 mode has been added. Besides characters from previous games, there will be many new characters. They are: Terry, Andy, Joe, Mai, and Kim from the Fatal Fury series. Robert, Ryo, Takuma, King, and Yuri from the Art of Fighting series. Athena from 'Athena', Ken Su, player two from Psycho Soldier. Hydeln, Ralph, and Clark from Ikari Warriors, and Dogosouken. Dimon Goro, Kusanagi Kyo, Nikaido Benimaru, Baby-D, Lucky Glober, Brian Batler, Chin Gensai, Choy Honge, and Chan Kohan are the brand new characters. The scheduled release date is September in the Arcade, and October for home.

Look forward to seeing our Japan Now Playstation special next month!

Sakyo



Postmeister

Hey you, I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail... Cuz I'm CrAzY!!

Before I get started, I would like to say that the letters I have been receiving lately are incredible. Those of you who get it...really get it. The amount of mail is overwhelming, but I swear, I read every one. You guys are like a growing community, you wouldn't believe how many of you think exactly alike. It's really cool. Starting next month, The Postmeister will be a bigger section (I almost had to hawk the 4X4 for extra space!) Pete Werner, your letter is great but man is it long! I'll print it next month with as good of an answer as I can muster. Read on gamers!
-The Postmeister

Dear Postal One,
I'm confused. You guys gave Breath of Fire a high score across the boards and then I read a review in another mag saying it was terrible. I played the import version and thought it was amazing. I am planning on buying the US version the second it comes out. My question is; how can a review be so far off? Are they mad at Square? Even if they are, can they do that? Aren't there any guidelines in your business? Please answer my question and right this wrong. You owe it to RPG players everywhere. Thanks, no nose.
Sincerely,
Edward Knowles
Mesa, AZ

Dear Edward,
That review is one of many that boggles us here at GF. They actually said that the game is totally unoriginal when it is exactly the opposite. When was the last time you fought in an isometric viewpoint, with animated characters, in an RPG? They must have played with their eyes closed! BOF also has variable weather conditions, a great story and phenom tunes. I don't get it either. Being a little off is one thing, but when you affect a games sales, as that review surely will, it is another. If that reviewer worked here, he would have been canned, I assure you. We have a very responsible job to do being in this position, and there is no room for personal feelings. They obviously assigned the game to a person who dislikes RPG's. The answer? Buy GameFan. Postal note; other games that have been reviewed too low recently; Tin Head, the Incredible Hulk and...the list is long. P.S. having no nose has its advantages, especially after Kid Fan uses the john.

Dear Postmeister,
I've just finished reading the July issue of GameFan and, once again, I've found myself almost drooling over your magazine. I'm 26 and have been playing video games since I could reach the controls on Space Invaders. To say that they have been a huge part of my life would be an understatement.
The reason for my letter is the Atari Jaguar. You've had some fantastic coverage of this fledgling system. All the pictures I've seen have looked quite promising. The problem is, for the most part, all I've seen is pictures. I've owned the system since February and have seen more release dates come and go than I have hair on my head. This brings me to my first point; release dates. Instead of having a new one every other month (which turns out to be a constant source of disappointment), the software companies should try to give us one accurate date. I don't care if it's months from now, as long as it's more accurate than it's been. As far as the Jaguar software, or lack thereof, what's happening with Wolfenstein 3D? You guys reviewed it last month. As of today, it's still not out. Knowing you only review finished games, I figured it should have been done by now. Please let me know if the wait is due to further development/time problems, or if the stock reports I have heard about Atari are true and they are in a very sad financial state. If I'm going to end up owning another Lynx, let me know so I can sell it and put my money towards a Saturn.
One more thing, what happened to the Graveyard? Sometimes I see it, some-

times I don't. It's a great feature, I hope it's not discontinued. I also hope that the Jaguar doesn't end up in it. Thanks for hearing me out. Please keep up the great work.
Mike Visconti
Katonah, NY

Dear Mike,
The amount of Jaguar mail I'm getting is unbelievable! You guys generally all want to know the same thing...what the %$#@& is going on! Well, first of all let me inform you that I am forwarding ALL your letters to Atari. My estimation, after talking with several developers, is as follows. First of all, a lot of games are being talked about when they are only 10 -50% into development. Because the system is new, Atari wants you to know that there is ample support. Unfortunately, they often underestimate how long it takes to get a game finished on a system that is so new. March can turn in to September real easy. Atari is also very picky about quality. Games such as Club Drive, Redline Racing and AVP will not be released until they are perfect. AVP has gone from 16 to 24 meg and is really close, as are many of Atari's own, in house projects. I know it's frustrating, but believe me, all the games are coming out. I have seen them all in several stages of development and many are now in the final tweaking stages. I'll tell you one thing, when they do start coming there will be a ton, and it shouldn't let up any time soon. So hang in there. We constantly let Atari know that you are concerned and they are listening. As far as MK goes, Atari still maintains that it is coming out but they cannot "confirm" it at this time. If it's any consolation, Ultra Vortex is a rad game! The music is pure techno and the characters are pretty gnarly. Check out the Jag special in this issue for more info. Go buy Wolfenstein in the meantime, that sucker flies!*

Dear Postmeister,
I am writing this letter mainly in response to Allan Poppee's letter in your June issue, and to all the other people who won't even give the 3DO a fighting chance. Yeah, it's true, the 3DO hasn't done much so far but, hey, it's only been out for 8 months. It takes a good year for any system to get things going. What would've happened if we abandoned the Sega Genesis just months after its release? It took Sega a good year to year and a half to get the really great titles to our home. What was Sega before Sonic came out? The 3DO is the first of the next generation systems, just like the Genesis was back in 1990. It will take awhile for them to realize that we don't want FMV games and Edutainment games. The good games are finally coming. Look at Road Rash (said to be the best racing game yet), Way of the Warrior, (looks cleaner than MKII, plus tons of blood), Demolition Man, Jurassic Park, Shock Wave and Star Trek. Not to mention that the 3DO is all the rage in Japan. So, just give it a chance. Could you also tell me what EA Sports next releases are? Are they working on a basketball, baseball, hockey, or a soccer game? Finally, what happened with the Namco games? I thought they were releasing Ridge Racer, Solvalou, and Galaxian 3?
Thanks a bunch,
P.C. Wausau, WI

Dear P. C.
Although it may have seemed that we were bagging on the 3DO recklessly, there is rhyme to our reason. We have had a rapport with the company all along and said the same things to them that we have said here. "You need a big fighting game and a strong Action Platform, bring out the imports and some RPG's." But of course, they were not going to act until they heard it from you. We created the controversy to get your feedback. Surprisingly, about 90% of your 3DO letters came back mimicking our feelings that the 3DO was indeed going way too far down the "interactive" highway. As a result, just take a look at what has happened. Super SF2 Turbo is on the way. It is unprecedented for Capcom to program a game for a system with a user base under 100,000. "Gex", the game that Storm is drooling over, will mark the first serious action platform for the new system. This character could be to the 3DO what Sonic is to the Genesis. Crystal also has Samurai Shodown on the way, which will be perfect and is one rad fight fest. And finally, all the best imports are on the way including; Burning Soldier, Tetsujin and Powers Kingdom. On top of that, EA has the best Soccer game of all time and a rad driver on the way. The 3DO is rockin'! Don't sell yourselves or me short, this forum has played a major part in the direction the 3DO is taking. Everyone reads the Postmeister! In order to get people to react you must first act. This column is the hotbed of controversy. Lets argue! I got nuthin' else to do.
P.S. Don't expect to see Ridge Racer or those Namco games now that the PSX is on the prowl-Sony has those suckers in the bag.

Become a part of The Postmeister (that's me). Don't just sit there. If you're not playing a game (or watching TV, or picking your nose... or something), pick up a pen or fire up that PC and write baby!

The Postmeister
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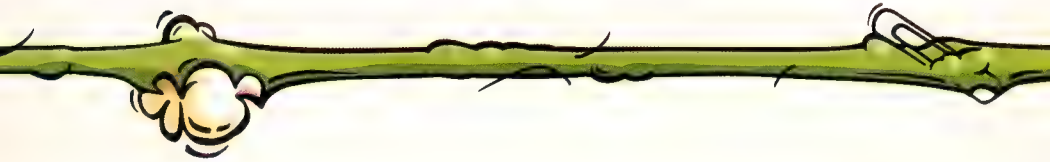
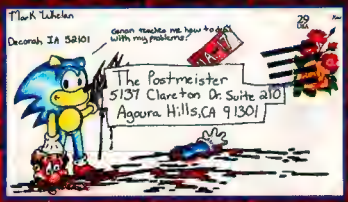


WOLFINGER'S WALL



Mark Whelan of Decorah, IA., you sick puppy, we love it!

J. Allegrezza, of East Longmeadow, MA., has created this sexy yet slightly buff Cammy. Lay off the steroids babe!

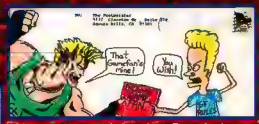
James Che, of Long Beach, CA., this one is RAD! Oh yeah, look out Chun Li!

Iván Guerrero, of Chicago, IL., has out done himself. You have won! Congrats!

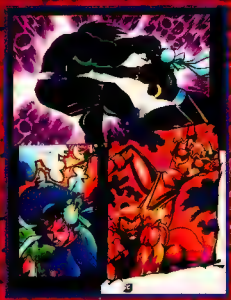
William Pendleton of, Garland, TX., sends us a cool one, "Look out Posty!"

D. E.Lopez, did this cool Headdy drawing.

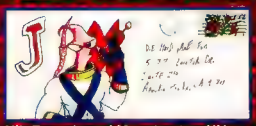
Cristian Costescu, of Garden Grove, CA., created this funny scene, "Why are they running?"



Gibson Yen, thinks that Beavis has a chance, yeah right!

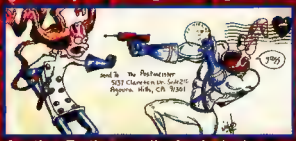


Calvin Armstrong of, NY., NY., proves that he is a talented artist. So you wanna job?



Nik Fournier, of Manchester, NH., does the Earthworm justice.

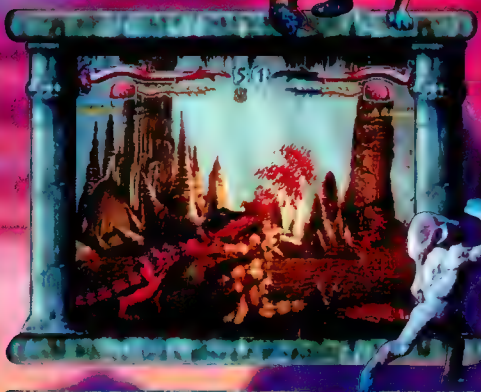
Mike "Looch" Siegel, of Whitefish Bay, WI., must know that Kid Fan do love those hoochie coochie girls. Hey this is a game magazine!



Another Earthworm Jim fan is Josh Nichols, of Palmryra, MO., nice job.

The ever popular EWJ, comes from Splat(?), NY., good job laddy!

Edgar J. "Cricket" Viceral, has redeemed himself! You're not a dummy!



QUARTER CRUNCHERS

PRIMAL RAGE

What you are looking at may very well be the next big thing in fighting games; Primal Rage. Players choose from seven different giant fantasy creatures in an attempt to dominate the new "Urth". PR features secret moves, combos and finishing moves. The stop motion animation makes for realistic movement and the "Total Immersion Audio" system provides awesome sound. The game uses four buttons with "power" hits mapped onto the top and bottom pairs. This allows the diversity of six button control, with more comfort for the player. T.W.I. and Atari Games have a Mega hit on their hands, and we plan to bring you the most in-depth coverage anywhere-starting next issue. Get MK and SF2 out of your system now. The new rage is coming. - *E Storm*

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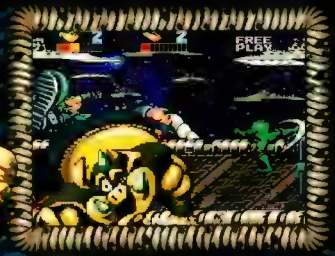
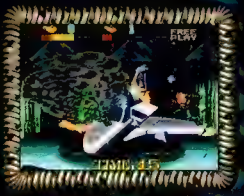
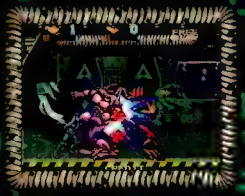
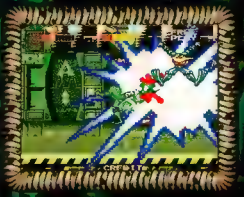
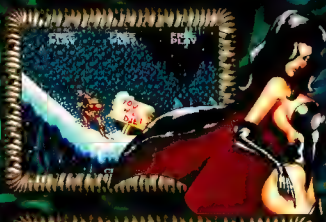




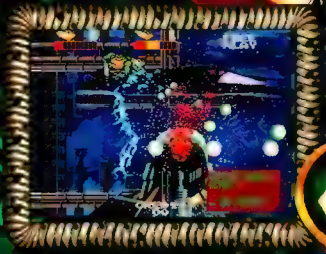


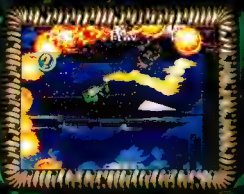


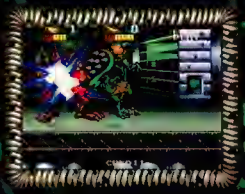


A couple of years back, when the Battletoads were the biggest thing this side of a mutated turtle, we all gazed in amazement at what looked like the ultimate coin-op action game. And then, it dropped from sight. Now, years later, the game has finally surfaced, sporting not the Tradewest but the EA logo. What amazes me, is that after three years, this game is still absolutely mind blowing. In fact, I can honestly say that this is the best action coin-op game that I have ever seen. Rare went beyond the call of duty and threw in amazing scaling, huge fierce bosses, phenom tunes, loads of play mechanics, and a level of diversity that you just can't find in the arcades these days. If you're local arcade doesn't have this game, tell 'em to get it!

It's amazing that the Battletoads never really made it big. I wonder what went wrong. Maybe if this game gets ported over to the 32X they'll get another chance. They toadally deserve it. - E. Storm







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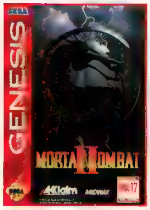

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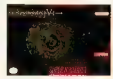

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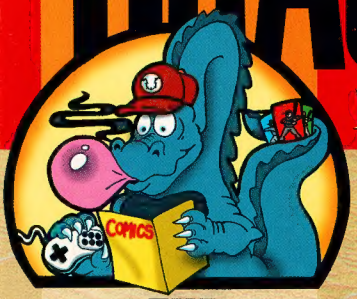

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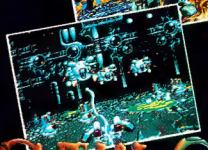

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